
FEB 1991 No.108
£1.85
SU
SINCLAIR USER
For ALL Spectrum owners!
GAZZA II
FIRST REVIEW
+PLAYABLE
DEMO
SEE GAZZA PLAY!
WIN TICKETS TO SEE
ENGLAND V CAMEROON
F-16
THE SKY'S THE LIMIT
WIN
A GO IN AN R.A.F.
TORNADO AIRCRAFT
(yes, you can fly!)
HOLSTEN
SIX OF THE BEST
GAZZA II DEMO(48K), DYNAMITE DAN, GUTZ,
WIZZARD WARS, BEDLAM(128K)
POKES

SPARKS O



NARC - The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

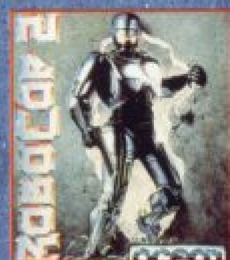


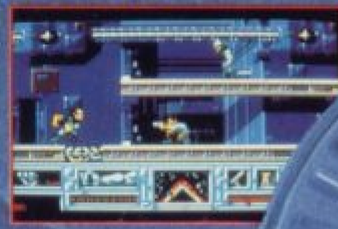




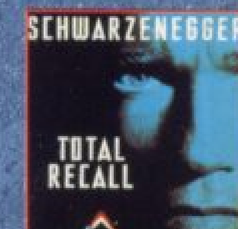


Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.







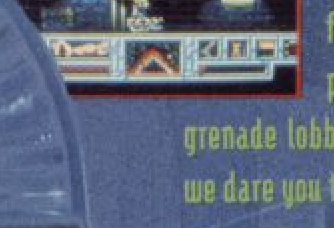


TOTAL RECALL
stole your mi
haunted by re
Mars. You ar
unique travel
fantasies tot
turn their dre
horror as y
nightmares. Suddenly your ev
assassins, you discover the surre
me". Travel to Mars to discover
now a journey of non-stop act
vehicles and a startling array of
executed graphics and a game
of the year's top movie. TOTAL
the 21st Century.

OF GENIUS

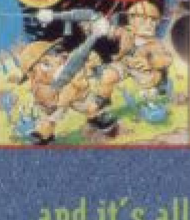
Il How would you know if someone
mind? As Doug Quaid you have been
recurring dreams of another life on
are drawn to Rekall Incorporated, a
service specializing in implanting
into the minds of those who desire to
dreams into reality. Experience the
your dreams turn into hideous
every move is dogged by would-be
rnal truth - "You're not you - you're
your true identity - your mission is
ction, strange mutants, futuristic
of weaponry all captured in superbly
play that compliments the success
L RECALL... a nightmare journey into

TURES INC.



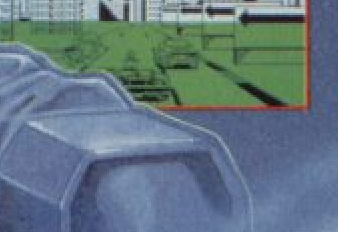


CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!



No time for balloonin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

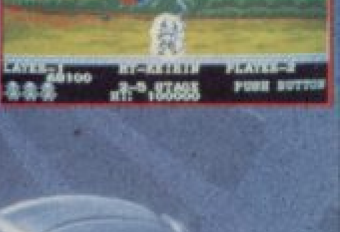
© 1989 TAITO CORP





© MITCHELL CORP.





ean

OCEAN SOFTWARE LIMITED
Ocean House, 6 Central Street, Manchester M2 5NS
Telephone: 061-832 6633 (10 LINES) Fax: 061-834 0650

CONTENTS

Software

Exterminator	12
Gazza II	18
F16 Combat Pilot	22
Pick n' Pile	26
Hawk Storm	57
Return of the Jedi	57
Miami GT	63
Operation Wolf	63
Eliminator	64
Fire Lord	64
Chase HQ II	66
Stun Runner	74
Wec Le Mans	76
Impossaball	76

EDITOR
Garth Sumpter

DESIGN EDITOR
Andrea 'Hotlips' Walker

DESIGN
Margaret Goldrick

STAFF WRITER
Jason Naik

SU CREW
Chris 'Hateful' Jenkins
John Cook
Pete Gerrard
Gary Liddon

ADVERTISMENT MANAGER
Jim Owens

AD PRODUCTION
Jo 'Titters' Gleissner

MARKETTING MANAGER
Dean Barrett

MARKETTING ASSISSTANTS
Sarah Ewing
Sarah Hillard

PUBLISHER
Graham Taylor

MANAGING DIRECTOR
Terry Pratt

SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

DISTRIBUTION; FRONTLINE

Typesetting by Garthtype
Typos by A.C.C. Ident
Colour work by Proprint. B&W filming by PRS.

Sinclair User would like to express its deepest regrets at the recent death of Mike Johnston, who was the Consultant Editor on the initial launch of Sinclair User. He was first secretary of the Guild of Software Houses and was always a driving force within the industry. He will be remembered for his tireless work running ZX microfairs which he himself initiated and his loss will be felt be everyone that had contact with him.

Compilations

Gremlin's 10 Pack 60

Six of the Best 5

Gazza II, the demo! You can read the review, and then play the demo to see if you agree with us. Not only that but why not play a few whole games; Ocean's Gutz, US Gold's 128K only Bedlam, Dynamite Dan and the amazing Wizard Warz. And don't forget, Captain Poke will be kicking off the New Year too!

Fly a Tornado 10

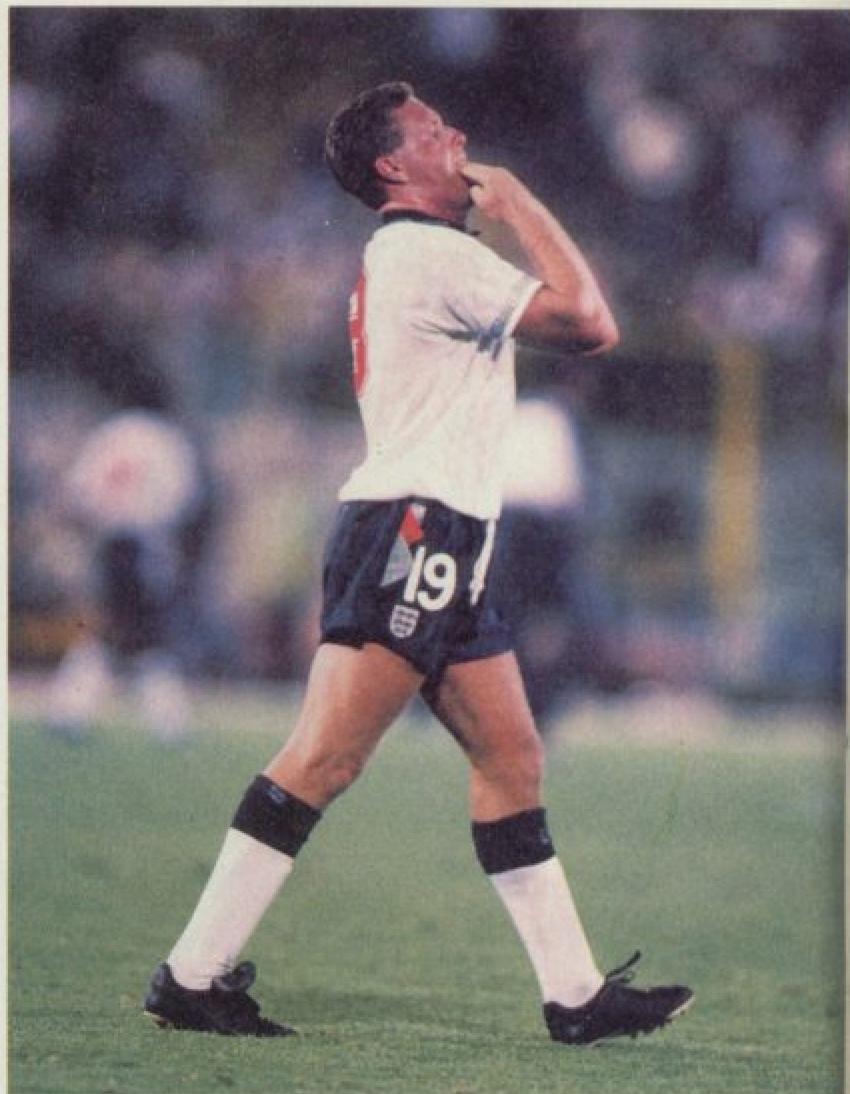
Digital Integration's F-16 is so realistic that it seems to put you in the cockpit of the American fighter. This competition could put you in a Tornado simulator. Too good to be true? Just take a peek matey.

Hacking Squad 14

Got all your new games for Christmas then? The Sqaud has all the answers that you need. Welcome!

Year Plan ner 29

One humongous year planner to adorn your wall so that you always know where you are - and when your next copy of SU is out!





Connect 35

Your very own pull out section. Just carefully undo the staples and voila! A magazine within a magazine packed with interactive fun.

Smash Coupons	36
Tell It To Garth	38
Winners Page	41
Write Stuff	42
SU Crew Cartoon	45
Sorceress	46
Reader's Awards	48

Coin - ops 58

Here it is! All the latest going on down the slots hosted by the irrevicable John Cooke

Charts 62

What the New Year biggies are this year.

Checkout 72

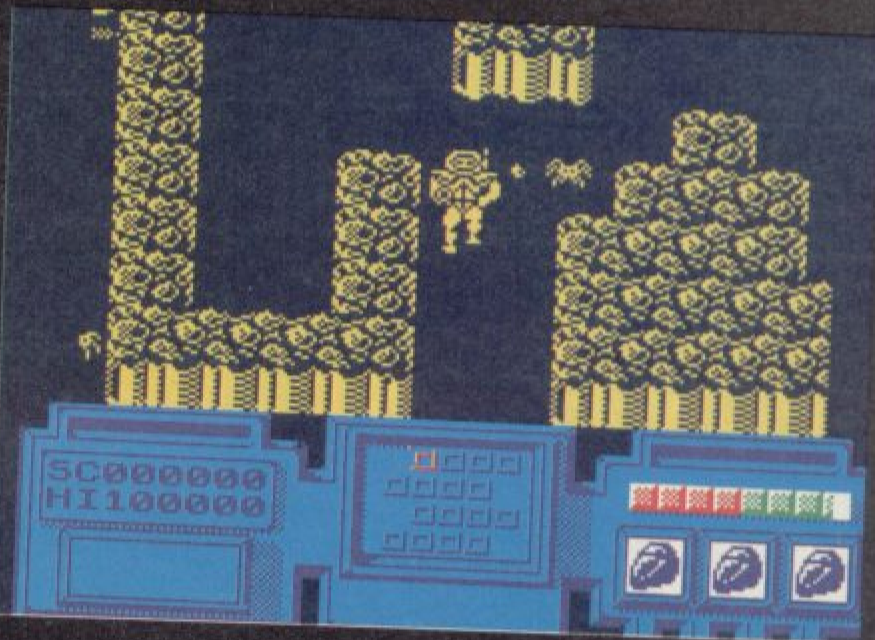
Godzilla, Frankenstein, Eyeballs and lots of horror, not at least to mention Chris Jenkin's taste in books.

Previews 78

The sneakiest look at what we'll be seeing in the future. This month, we take the lid off Loopz and Helter Skelter.

6 OF THE BEST





GUTZ

Flippin' heck! Another full price mega-game crammed onto the super-splendid SU cover-tape! Gutz takes you to up into space (around Jupiter actually) and for a cosmic confrontation with a massive ten million tonne megabeing who is threatening to destroy civilisation as we know it! Dramatic, eh?

Unfortunately, this beast's only gone and eaten you so you must destroy it from the inside by blasting its gutz away! At the end of each level's arteries you'll find a major end-of-level organ to blow away, like a kidney, lung, heart of brain for example. Several items have to be collected in order to open the door to the end-of-level organ, and these can be found in boxes dotted around the complex.

There's plenty of pick-ups to keep up your blasting efforts, including space helmets (these'll protect you from most foes for two and a half minutes), keys (to open the super-weapon cabinet), crystals (three minutes of rapid fire and organ repellent!), and maps (pretty obvious really).

CONTROLS: Up=Q, Down=A, Left=O, Right=P, Fire=M, Pause=Symbol shift, Abort=BREAK, Show map=N, or joystick options.

WIZARD WARZ

Crikey flip! A bit of an involved game is Wizard Warz and no mistake. You start off as a wimp-like junior wizard with little spell power at all. It's your aim to rise in spell power until you can take on seven of the most powerful wizards in the land.

LEVEL 1: The player roams around a large scrolling map, beating up the monsters. Monsters guard treasure and treasure belongs to one of citis. It's your job to give all the treasure back to the correct cities. When all the treasure has been deposited, enterign the seventh city will take you to level 2.

LEVEL 2: Plenty of combat here as the player takes on over thirty nasty creatures! Three of the creatures carry magical items that you need to reach level three (a wand, ring and dagger) whilst others carry spells, or other items that can be collected and used against the wizards in the third and final level!

LEVEL 3: Use all your skills of magical combat in the strongholds of the seven wizards. Not only do you have to beat up the evil wizards themselves, but also their twisted guards as well! The wizards are arranged in order of toughness, so it's not going to be easy!

COMBAT: Remember, unless you've cast a FLY spell, you're going to be able to fall through holes in the combat area - so beware! Monsters are killed when one of their three attributes falls to zero.

FAMILIARS: In level two, some vanquished creatures leave familiars behind. Each endows your wizard with a certain quality...

CAT = Owner ignores STUN spells, CROW = Owner always has MAXIMUM VISION, RAT = Owner doesn't succumb to FEAR spells, FROG = Owner ignores FEAR spells.

SPELLS:

KEY: M = Missile, R = Ring of protection, I = Instant, S = spiritual points, P = Physical points, M = Mental points.

PHYSICAL SPELLS
NAME COST TYPE EFFECT
SLOW 1p M Slow target for 7 seconds.
FIREBALL 2p M -6 physical ICY BLAST 2p M -6 physical ROCK SHOWER 2p M -6 physical MAGIC MISSILE 1p M -6 physical SPIT 2p M -3 physical WALL OF FIRE 5p R Protection from physical attacks. Destroyed by Rock Shower. WALL OF ICE 5p R Protection from physical attacks. Destroyed by Fireball. WALL OF STONE 5p R Protection from physical attacks. Destroyed by Icy Blast.

SPIRITUAL SPELLS
NAME COST TYPE EFFECT
FAR VISION 2s I Increase vision radius.
BLIND 1s M Reduce vision radius.
FEAR 1s M Retreats target. EVIL EYE 1s M -3 spiritual. HEAVENLY BOLT 1s M -3 spiritual. PROTECTION 4s R Stops all spiritual harm. EVIL

MENTAL
NAME COST TYPE EFFECTS

6 OF THE BEST



SPIRITUAL SPELLS

NAME	COST	TYPE	EFFECT
FAR VISION	2s	I	Increase vision radius.
BLIND	1s	M	Reduce vision radius.
FEAR	1s	M	Retreats target.
EVIL EYE	1s	M	-3 spiritual.
HEAVENLY BOLT	1s	M	-3 spiritual.
PROTEC-TION	4s	R	Stops all spiritual harm.

MENTAL

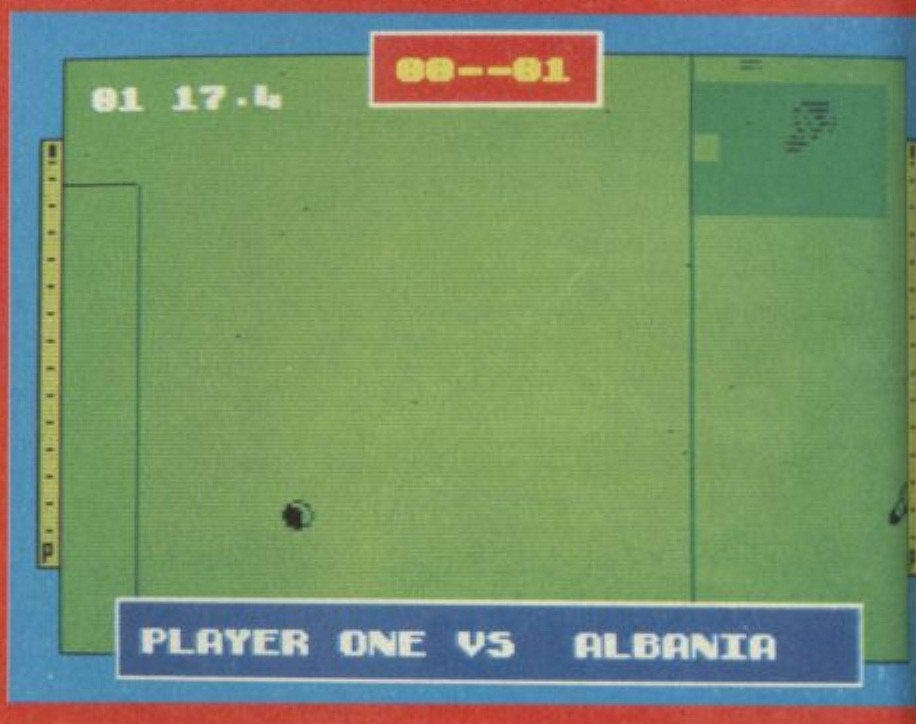
NAME	COST	TYPE	EFFECTS
SEE INVISIBLE	1m	I	See anything invisible.
INVISIBLE	4m	I	Become invisible.
TELEPORT	1m	I	Player: Leave combat. Monster: reposition.
FLY	6m	I	Pass over holes in combat.
MINDWRACK	1m	M	-3 Mental.
STUN	1m	M	Immobiles target for sevenseconds.
NUETRALISE	6m	M	-6 mental. Destroys rings.
MAGIC	Cancels SLOW on caster.		
FORGET	3m	M	Opponent forgets spell.
STEAL SPELL	3m	M	Get opponent's spell.
TOWER OF WILL	4m	R	Stops all mental spells apart from NUETRALISE MAGIC.
MIRROR	6m	R	Reflects enemy spells back at caster.

DYNAMITE DAN

What a corker! Dynamite Dan was stonking game! You must rescue Dan's girlfriend who has been abducted by the mad professor and locked in a very, very large safe. Dan must get through oodles of platforms and even a large airship, collecting dynamite as he goes so that once he gets to the safe he can blow the doors and be re-unitied with the love of his life. A classic platfrom game with the usual joystick controls.

GAZZA 2

Recently voted "Sports Personality of the Year", Gazza is destined for great things - like ending up on the SU covertape! Here's your chance to check out Empire's second Gazza game in this playable demo. Simply load it up and follow the on-screen instructions to get into the soccer action! During the game, you can use the fire button to either tackle (if you haven't got the ball) or kick (if you have). Holding down the fire button increases the power of the kick! And, um, that's about it, apart from the fact that it's your objective to score in the opposition's net - pretty obvious stuff really.
CONTROLS: Q=Up, A=Down, O=Left, P=Right, Space=Fire, H=Pause,
X=Toggle between scanner and normal mode (try it).



BEDLAM 128k

You are a cadet in the Interstellar pilots' academy and you thought that you were good. You're good. But are you good enough to face the final test? You must climb into the cockpit of the X12 fighter simulator. It's tough, very tough. In fact, the cadets have their own mane for it. BEDLAM! There are numerous space stations that are populated with force fields which youshould avoid 'cos they're indestructable, gun emplacements which you can desetroy and it's a good idea to do this. But wait. All this spaceship nonsense only just covers the fact that Bedlam is really about PINBALL! It's fab, it's fun and anything that has anything to do with pinball is tops. Just slap this one in your cassette player and go. And if you've still got a friend that hasn't died from a chocolate overdose, then get their joystick plugged in to and go!



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

'F-16 Combat Pilot pulls out all the stops'
– game of the month, The Games Machine.

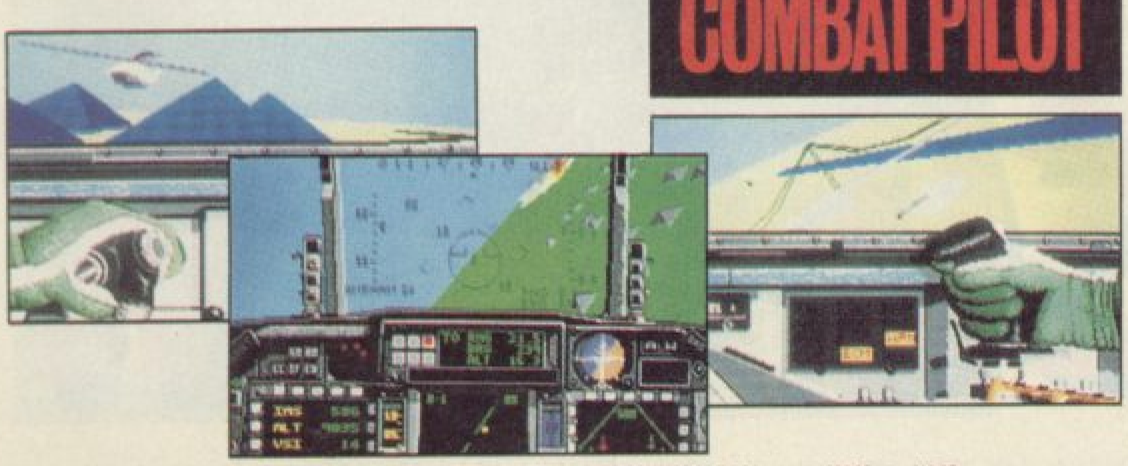
'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.



Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.

BLACK BOX SIMULATION

Digital Integration
The Real World of Simulation

Digital Integration Limited.
Watchmoor Trade Centre.
Watchmoor Road. Camberley.
Surrey GU15 3AJ.

'F-16 Combat Pilot is a milestone in C64 programming - a true achievement'
- 88% - Your Commodore.

ATARI ST, AMIGA, IBM CGA/HERCULES, IBM EGA (available on 5.25" or 3.5" discs) £24.95 COMMODORE C64: cassette £14.95, disc £19.95.

THE SU CREW

GARTH SUMPTER

The only man ever to become a lunchtime is his own legend, Garth has few friends, prefering the company of computers and his beloved Cavalier. Described by his journalistic peers as "The man most likely to make a spolling mistok" At the moment, his favourite games are:

Arcade: Exterminator ('cos it's silly)
Race: Miami GT ('cos it's easy)
Simulator: F16 ('cos it's mega!)





ANDREA WALKER



Andrea's recent addition to the SU Crew means that Garth now has to work all the time. Whilst Andy has Garth bent double over his keyboard (oo-er!) she nips off into the games room and gets blasting in a serious way. She's a complete stunner, and always gets the high scores. Andrea's favourite games are blasters because she has violent streak. Her favourite games at the moment are:

Arcade: Robocop (blast, shoot, maim!), Narc (blast, shoot, arrest? Naaah! Just blow them away!)

GARY LIDDON

Gary Liddon is know as the Mr Big of the industry. Whether this is anything to do with his bulk of talent or just his bulk, no-one is sure. Suffice to say, he has very definite ideas about his games.

Arcade: Exterminator (brilll); Ivan Stewart's Off Road Racer (it's a masterpiece of Z80 code)
Simulator: None (they're all boring!)

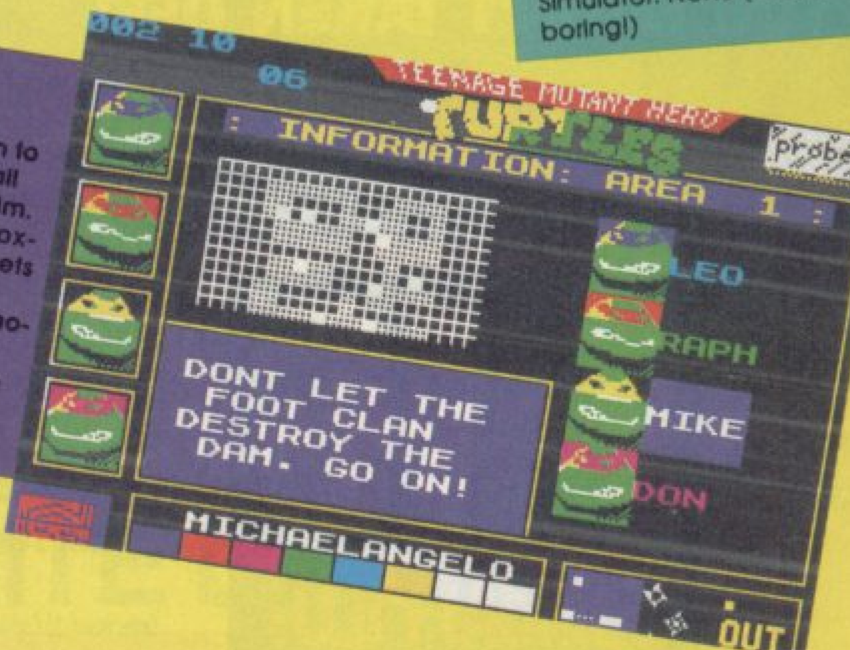




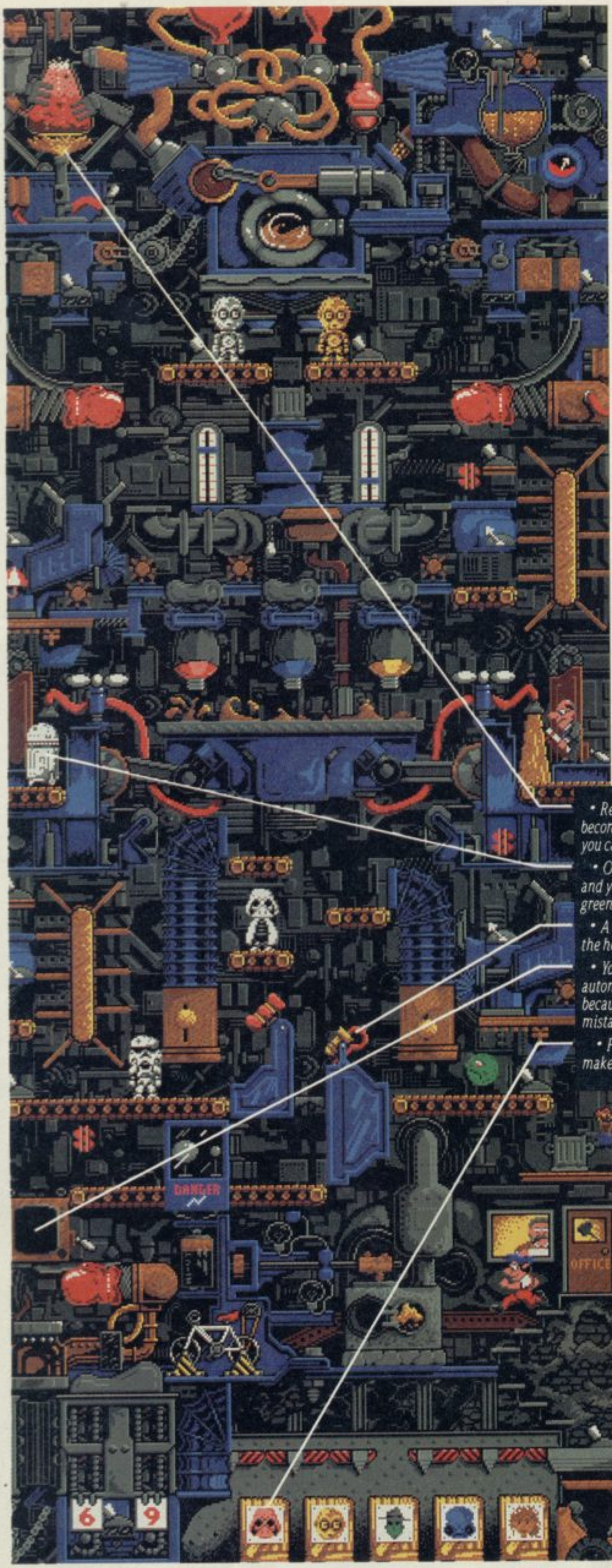
JASON NAIK

Jason's recent addition to the ranks has had us all worrying about upsetting him. His black belt in Thai Kick Boxing means that he always gets to play whatever game he wants. His favourites at the moment are:

Arcade: Turtles ('cos they use martial arts) Simulator: F16 ('cos it's big on destruction)



THE SU CREW



LucasArts on the art and science of entertainment

WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.

Tired of the same old 9 to 5? Then it's time to punch in for the *Night Shift*™ at Industrial Might and Logic. And take control of the wackiest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out Darth Vader.™

Or Luke Skywalker,™ Indiana Jones,™ even Zak McKracken:™ miniature dolls of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

Each eight hour shift takes just a few minutes to complete. But the better you get, the tougher your job gets. Bigger Quotas. Pesky lawyers. Furry pests. And of course the machine *hardly ever* breaks down.

- *Recycled industrial waste becomes fantastic plastic - if you can keep your cool.*
- *One wrong squeeze of paint and you'll turn Artoo Deetoo green with envy.*
- *A squirt of glue, a whack in the head, and a toy is born.*
- *You probably won't need the automatic quality controller, because you'll never make mistakes.*
- *Pack 'em up, ship 'em out, make a bundle, and go home.*

AVAILABLE ON:
CBM64/128,
Amstrad,
Cassette & Disk,
Spectrum Cassette.
Atari ST, Amiga &
PC & Compatibles



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX, Tel: 021 625 3366.

BE A PILOT!



Fancy yourself as a bit of a fighter jock? Reckon you're miles better than that Tom Cruise geezer? Think you're a Top Gun? Well, here's your chance to prove it! SU, along with those incredibly nice persons at Digital Integration, to celebrate the launch of the excellent F-16 Combat Pilot, are giving two lucky readers (plus their nominated (and damned lucky) parent/guardian) the chance to win an all-expenses paid trip to RAF Warrington, where they'll be given the chance to climb into the cockpit of the R.A.F.'s very own Tornado simulator. And we're not talking even spaccy 16 bit computers and pushing keys to get the wheels up - no siree! It's a full blown, multi-million pound simulator that handles exactly like a Tornado aircraft!

Not only that, the two readers will also be given a guided tour of the base, have the chance to chat to some of the pilots, have lunch in a real NAAFI (that's the canteen, for those that don't know), and at the end of the day, pick up a Tiger Squadron comemerative plaque. All this and a go on a state-of-the-art Tornado flight simulator! Yeeks! Well, what have you got to do to win this here amazoid compo? It's like this. Garth (wise and just editor that he is) has mixed up these three aircraft and their names. Your mission, should you decide to accept it, is to match the aircraft with the names!

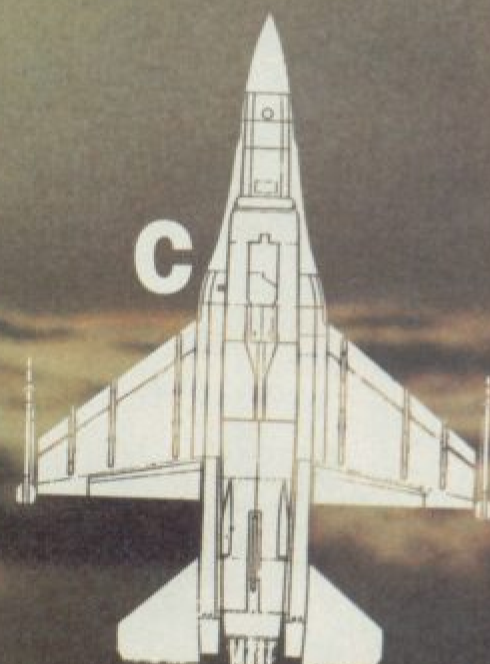
Simple, eh? Once you've done that, send your entries to: **OH, FOR THE WINGS OF A FIGHTER AIRCRAFT COMP, SU, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU**, before 18th February, or you don't get diddly!

GENERAL DYNAMICS F-16 FIGHTING FALCON

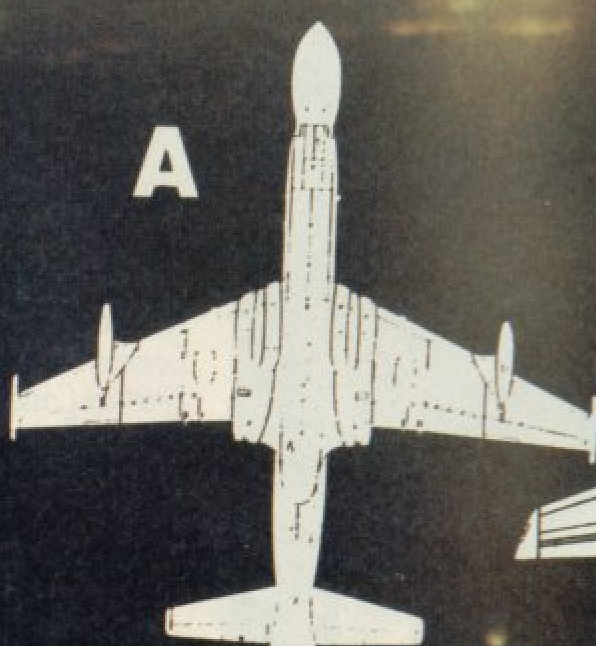
GRUMMAN F-14A (PLUS) TOMCAT

BRITISH AEROSPACE NIMROD AEW MK3

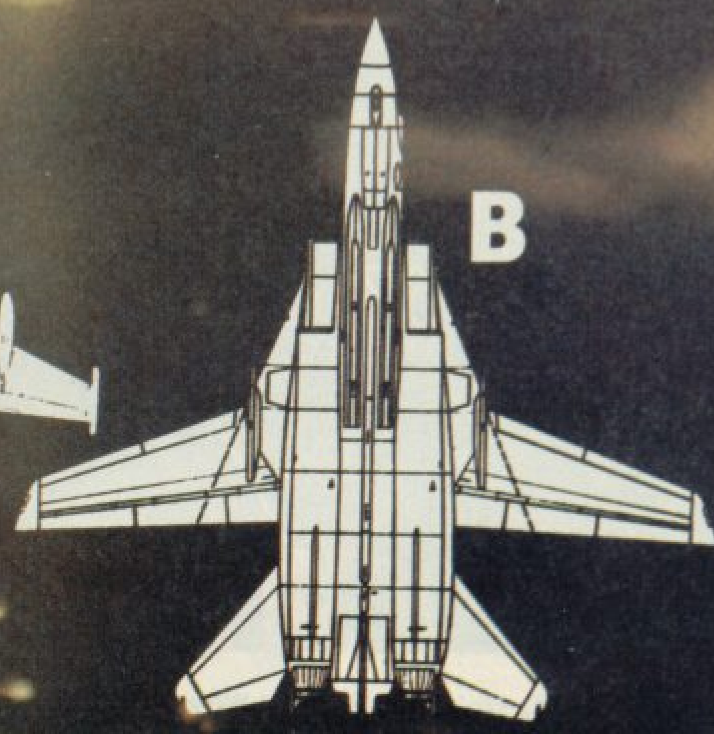
C



A



B



COMING SOON...



EXTERMIN

It's yucky! It's squishy! It's great! Yes, Exterminator is one of the best titles to emerge from Audiogenic since the year splat.

Not that the intro is that promising... imagine if you will something that looks like the intro to Caterpillar, circa 1985; little crawly bugs scuttling across the screen trailing instructions behind them, followed by outline floorplans of a house you have to clean up in your role as a fearless bug exterminator. It all looks a bit awful. But wait until you select all your control options and get into the game... BLIMEY! Your eyes will pop out like a cockroach in a French restaurant.

Exterminator is a conversion of a Gottlieb coin-op (no, I've never heard of them either, but they were responsible for the classic Q*Bert). It's a sort of cross between Xenophobe and Klax. Each of the seven houses you have to clear has a number of rooms, shown in perspective 3-D in gorgeous monochrome full of authentic details; the kitchen has a fridge, washing machine, cupboards and shelves, the basement has garden tools, dustbins and rows of containers, and so on.

Floating in a rather spooky disembodied way in the foreground is your exterminator's hand; in two-player mode, there are two hands controlled independently. The floor is divided into tiles coloured black or white, while toward you fly hordes of disgusting bugs. Your task is to squash, poison and mash them, choosing the position of their death

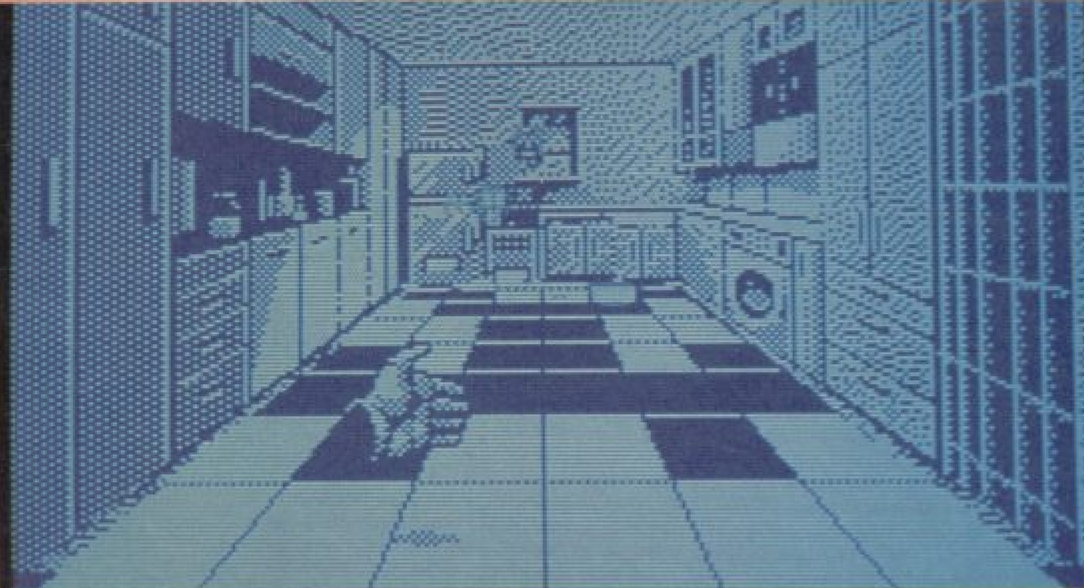




SINCLAIR USER CLASSIC



ATOR



so that as they fall they turn the tile below them black. This is made easier by the shadows they cast beneath them as they flutter about.

Complete a line of tiles, and you're transported to another room in the house; the next room connected to each row of tiles is indicated at the bottom of the screen. If you accumulate too many insect stings, you've got no chance of becoming an old hand at the game. Death is painful but only semi-permanent with four continues available.l

What's amazing about the game is the realistic animation of the hand, which clutches, shakes and flies realistically (or as realistically as most common or garden hands can), and the speed and excitement of the bug-hunting. Before entering each room you're given a run-down of the wild-life you're going to encounter, and instructions on how to deal with them; mosquitoes, for instance, can normally be squashed in your hand, while wasps are more dangerous and must be shaken off with a wiggle of the joystick then squirted with bug juice (of which you have only a limited supply). To squirt, you have to move to the far side of the screen, open fire and direct the jet of poison up/down/left/right.

You can also change the colour of a tile by squashing ground-crawling objects such as tin cans, ants and toy tanks as they roll towards you from the far end of the room; to do this you move your hand towards the top of the screen and hit the POUND button, making your hand fly downwards and mash everything beneath it.

As you progress you face additional hazards like bottles of bug squirter which turn against you, toy tanks which shoot at you, and frogs which flop out their sticky tongues and flob you to death. On certain levels there's a bonus round where you get to shoot rats for extra points, and a Warp function activated by shooting into a fridge jumps you to another house.

It's the little details like the look on the face of the nosey mosquitoes when you mash them, the great 128K rendition of The Flight of the Bumble Bee, the sampled shouts of beleaguered householders begging for your help, and the whirling skull on the credit page, which make Exterminator stand out above all the other 3-D perspective bug-squashing multi-level arcade games released this week.

EXTERMINATOR

Label: Audiogenic
Price: £10.99 128K

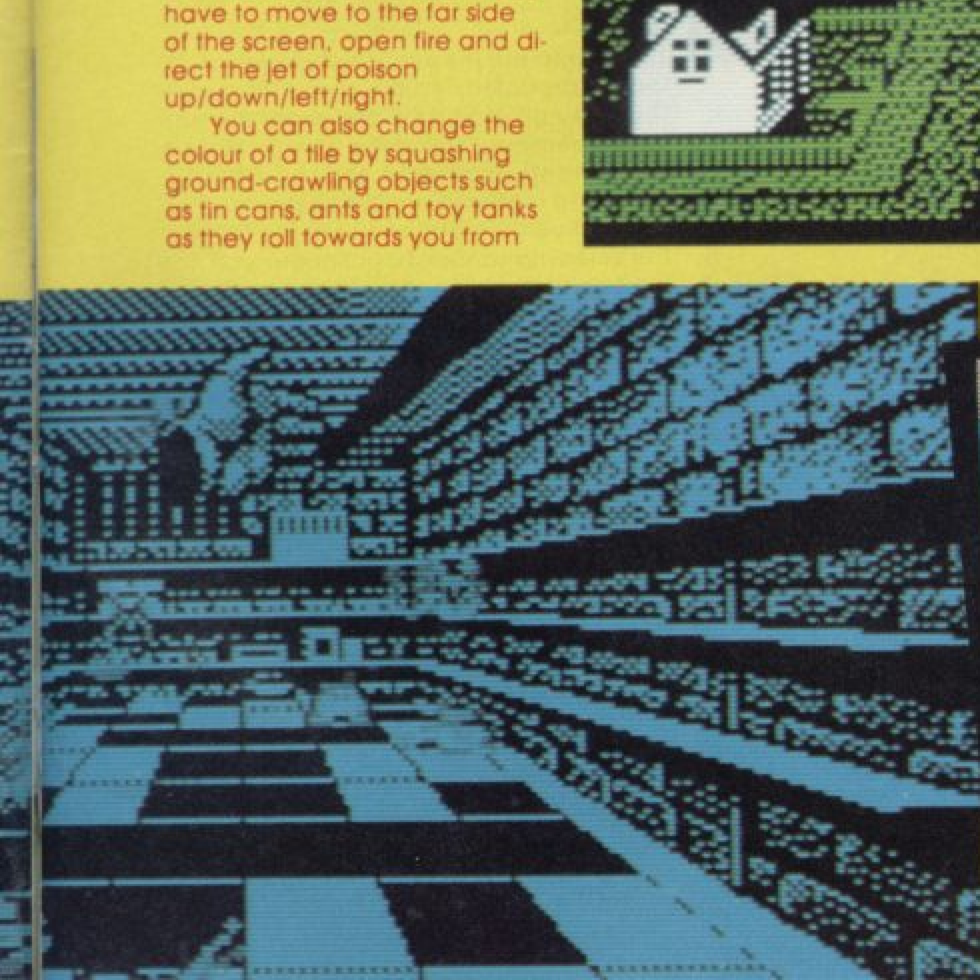
GRAPHICS	92
SOUND	89
PLAYABILITY	90
LASTABILITY	89

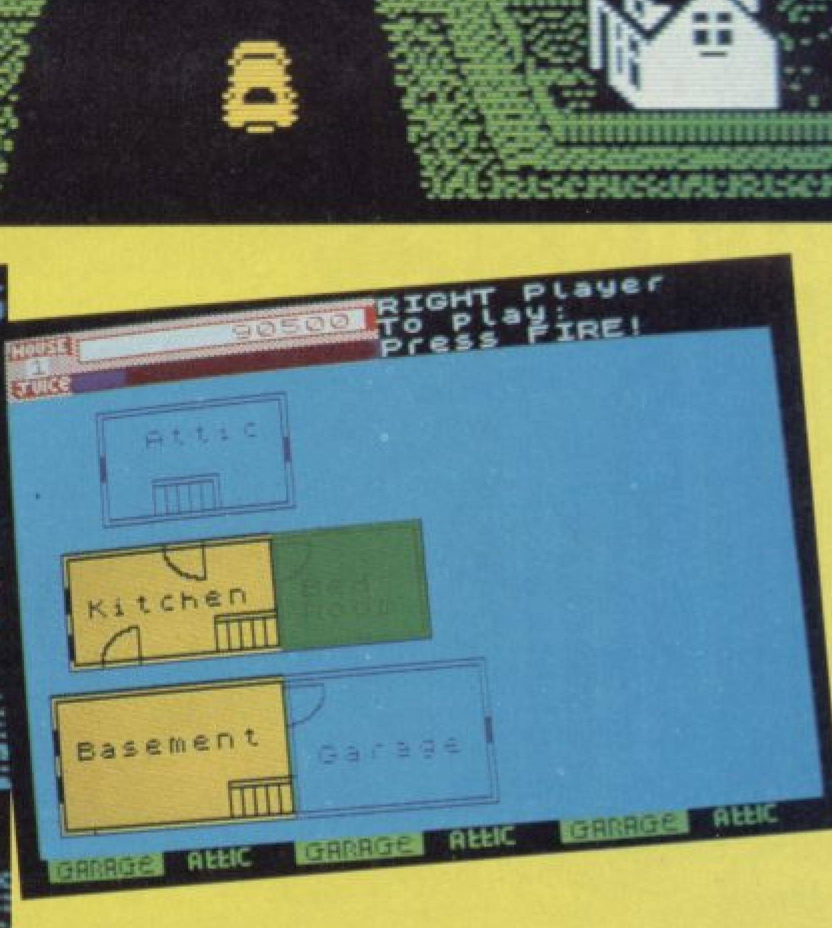
OVERALL 90%

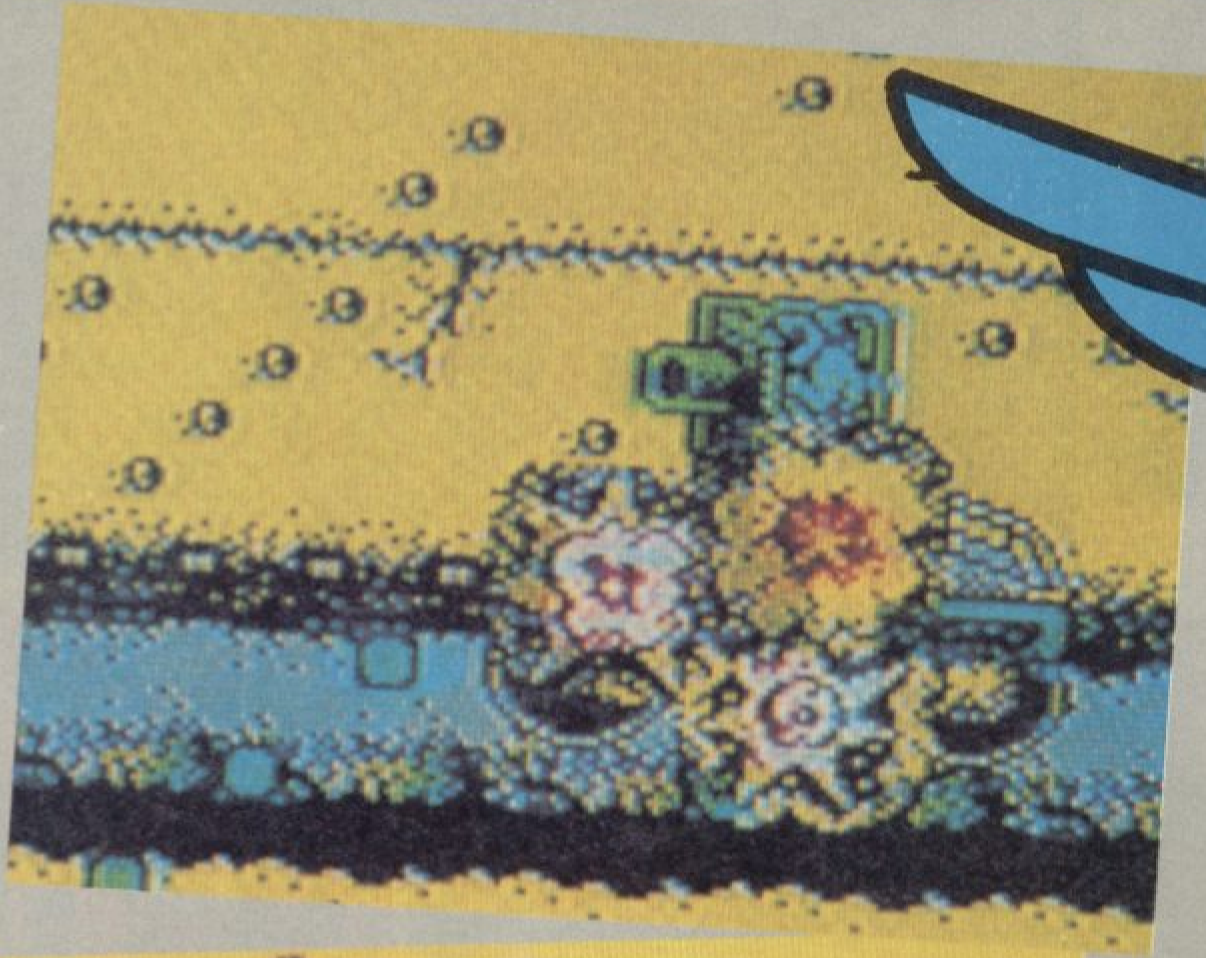
Chris Jenkins

Die, bug, die! Non-stop insect-squashing action. A brilliantly insane mix of fun and thrills. Superb

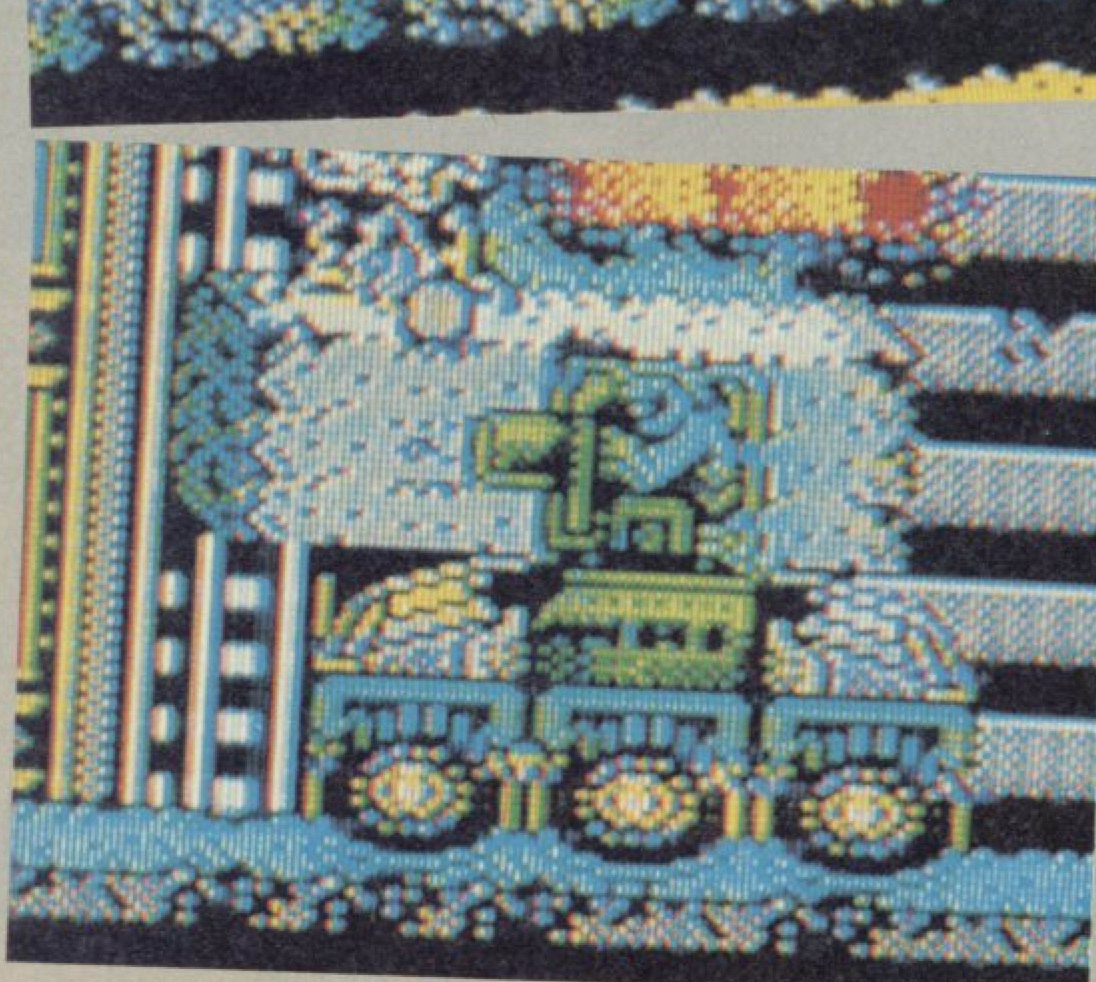












HAC

SQ

It's the New Year and evertone's opened their pressies and pulled out...their fave game! And so you've played it for a couple of weeks now and you're stuck! So the best New Year's resolution you can make is to make sure that you become a Squaddie by sending in all your tips and cheats for the latest games. There's so much that you can gain - and lots that yoou stand to loose! Anyway, here's the latest batch of tips... Welcome to the Squad!

MIDNIGHT RESISTANCE

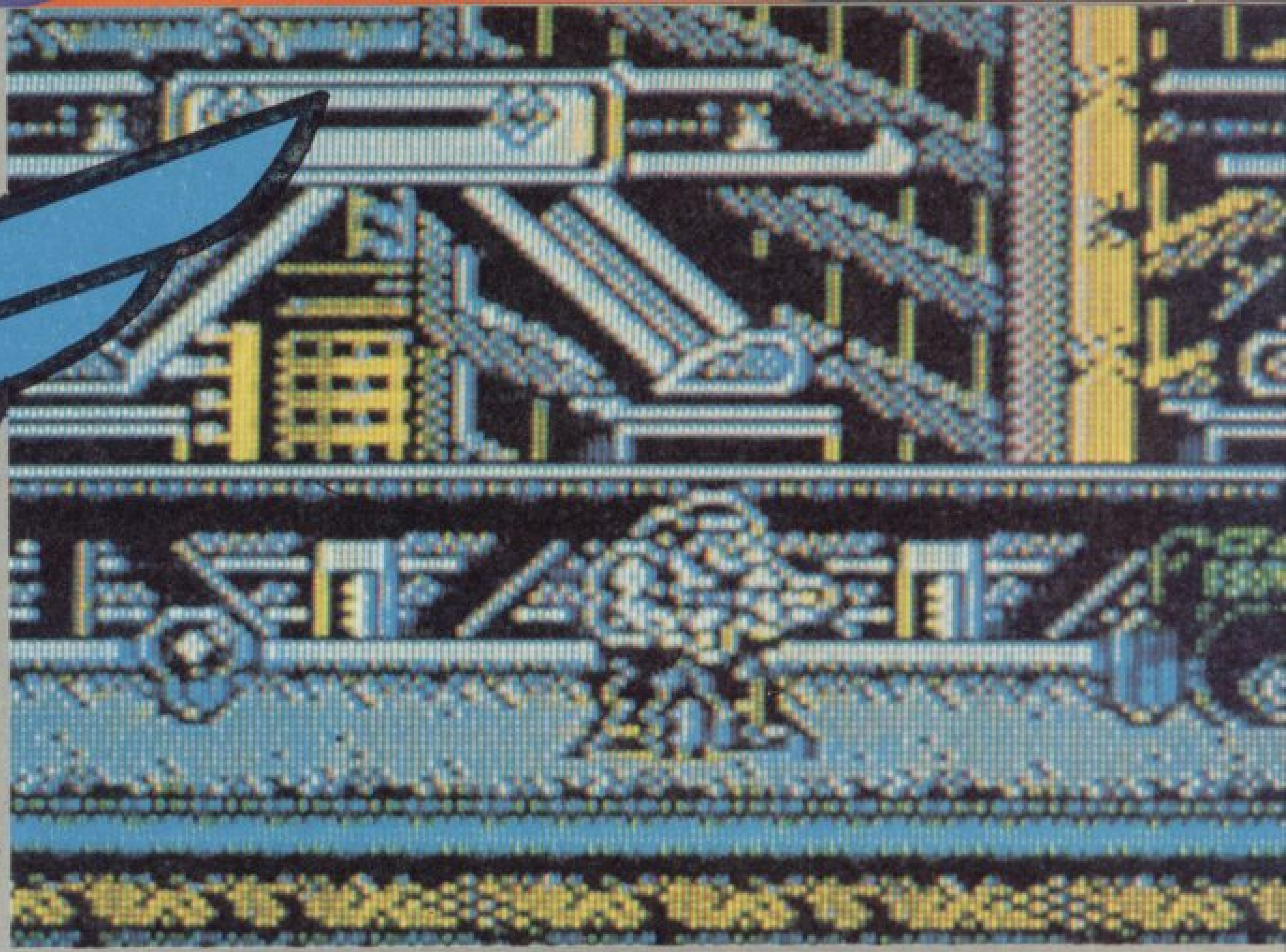
LEVEL 1

Jump onto the jeep and shoot the first 3 foot soldiers. Stay on the jeep till it stops. The jump up platforms and shoot the gun emplacements. Shoot the next 3 gun emplacements. Walk right and shoot the 3 incoming foot soldiers. When the armoured vehicle arrives,run to the left of the screen and shoot continuously. When the vehicle comes near you jump upwards so the bullets miss you. Climb ladder and shoot gun emplacement. Break through door and chase the 3 way and the shower weapons. The type of weapon is written above the cabinet.

LEVEL 2

Shoot the first three foot soldiers using 3 way weapon. Jump onto high platform and go to the far right of it. Use shower and 3 way on the armoured vehicle. Then carry on right until more foot soldiers arrive and dispose of them. Jump onto the higher platforms again and shoot the foot soldiers that come down from the left. Jump down and shoot the gun. Climb down ladder and go right, then down, left then down, right then down, and right shooting all the foot soldiers as you do so. Then go down and shoot immediately. Jump down onto conveyor

KING





belts and shoot through them. Do not touch the cogs on either side. Carry on going down until the tank arrives. Now go up as high as you can and shoot at the tank. Make sure you dodge the rockets. After the tank has been destroyed go down the platforms again and climb down ladder. Shoot gun emplacement adn the two foot soldiers. In the gun room, get the extra life and the bullets.

LEVEL 3

Shoot the two airborne fighters and get over tree stump. Shoot the three foot soldiers when the wall appears, lie down and fire at the wall. When that is destroyed, keep on going right. Shoot the five foot soldiers and walk onto the lifts. That lift will slowly travel up the tree. Whilst on the way up, watch out for airbourne fighters that appear randomly at the top left and bottom of the screen. Shoot these as quickly as possible because if you lose your life you will lose all your weapons and keys. When you reach the cogs shower and shoot as quick as possible. If you pass the cogs, uyou will come across two cogs on a track (refer to diagram at the top). Then when the cogs have been destroyed shoot the eye. Stand just underneath adn to the right and if you have your 3 way gun. Thjen walk right and shoot all five foot soldiers. In the gun room choose the homing back pack. You should still have enough 3 way weapons for the next level. Also get an extra life in the gun room

LEVEL 4

Walk right and shoot the first six foot soldiers. An armoured tank should appear. Fire 3 homing missiles at it and walk on. Another two foot soldiers will come at you. Dispose of them and another vehicle should confront you. Again use 3 homing missile on it. Move right on, shoot the two foot soldiers and the gun emplacement. Climb ladder adn prepare to face 12 spaceships. When they come on screen keep walking left and right whilst firing homing missiles. When all 12 have been blow up walk right to the gun room. In the gun room get an extra life and bullets.

LEVEL 5

Walk left and drop to the lower level. Shoot the 3 foot soldiers and the gun emplacements. When the big helicopter appears on the screen,lie down and shoot with 3 way and homing missiles. After the helicopter is destroyed, walk left and shoot at the top and bottom of the electrical lines. When they are cleared, jump onto ladder and shoot gun emplacement to the left. As you climb down continuously shoot downwards because foot soldiers are climbing up. When you reach the bottom, shoot the electrical rays and then the angel figure. Climb back up the ladder and jump onto the platform at the top of it. Climb the next ladder. Shoot the gun emplacement and in the gun room choose the bullets andthe barriers.

LEVEL 6

Walk right and shoot foot soldiers and gun emplacements. Drop down onto level below. Lie down and fire upwards. When the cog is destroyed you will fall automatically. If you still have the barrier then lie down and let everyone run at you. If not you will have to shoot every foot soldier. Again you will drop, but this time there will be two cogs. Do the same as you did with the first cog. You should drop another level to meet more foot soldiers. When you fall down to the next level there will be 3 cogs. When all three have been destroyed a video screen will appear, showing King Crison and all your family. Continue walking right and shoot 3 foot soldiers and gun emplacement. In the gun room choose the homing.

LEVEL 7

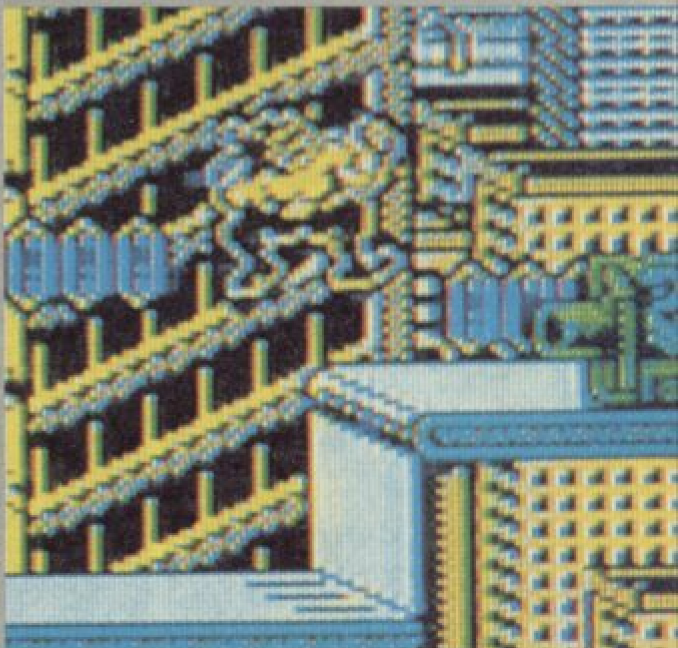
A quite easy level. Shoot the foot soldiers until you get to shop. Point your gun upwards and shoot. Also use homing at the same time. When the ship blows up and sinks, continue right and shoot all seven foot soldiers. In gun room choose barrier.

LEVEL 8

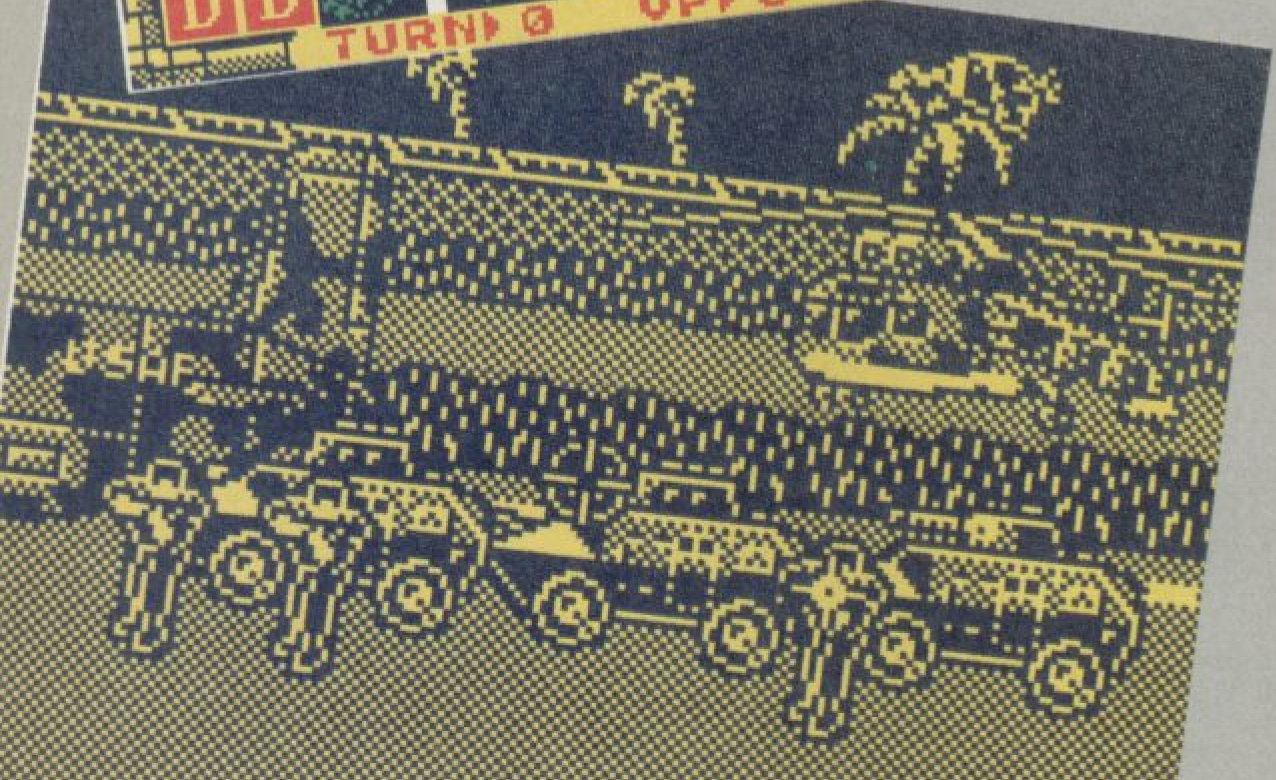
Climb up the ladder(any of them). Slowly take every foot soldier as they come. When you reach the top, keep firing at the snake(who follows the path as shown in the diagram). When the snake is killed, stand at the bottom of the ladder and shoot upwards. When the doorway is blown up enter the gunroom. This gun room is different to the others because your family are hung up. When you choose one they turn into a weapon.

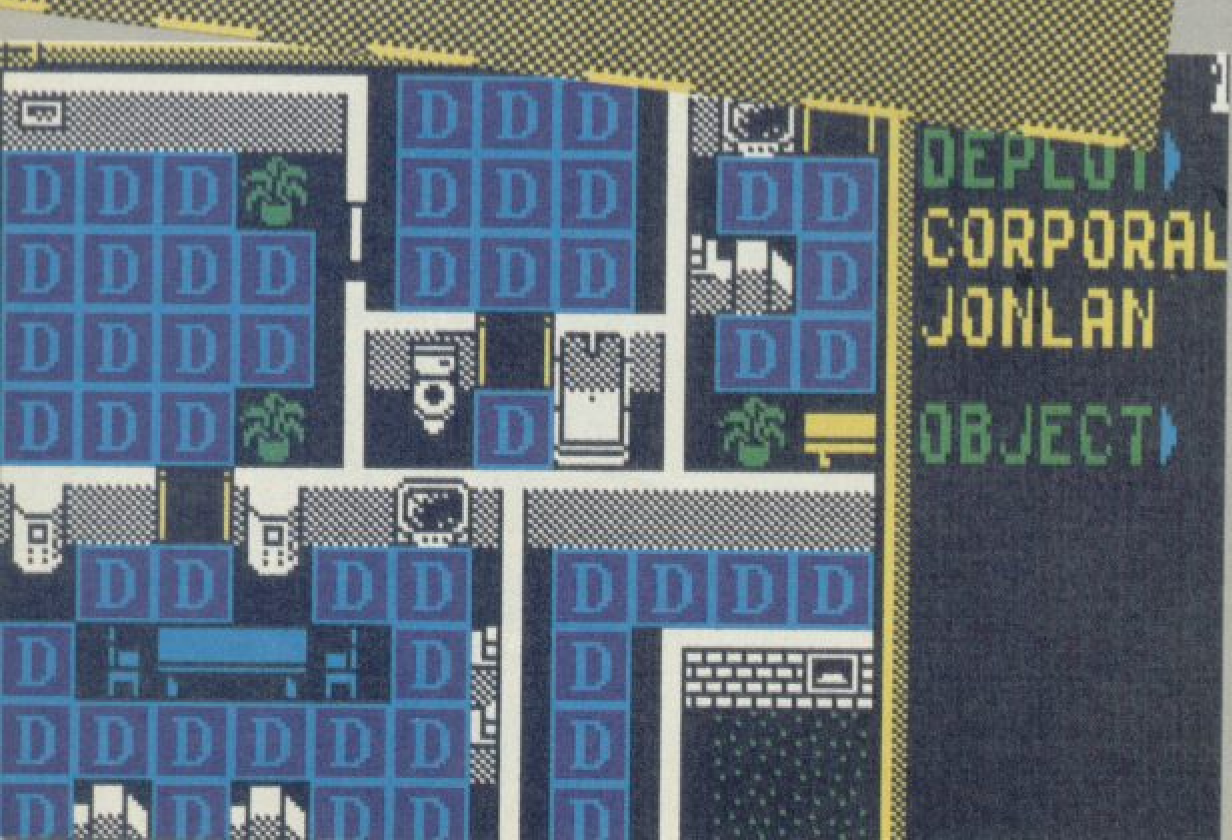
LEVEL 9

From the start, walk left until you reach all the paces of King Crimson. Shoot all the faces and continue going left. When every single face has gone a large skull should appear on the screen. The ideal weapon for this part is the 3 way and a desert back pack. Lie down on the far right and shoot all the worms and other things that come out. At the same time keep shooting the back pack. When the skull has exploded, a small brain should appear. Again shoot at all brain and the worms. When that has exploded, our hero will run along a platform and up a ladder. Then the end of game picture will show all the relatives that were saved and our hero silhouetted against a sunset. £40's worth of software and Squad membership goes to Gareth Bright, Werneth, Oldham, Lancashire, OL8 4EQ - Are you sure your name's not Bright Garth?









HAC

SQ

SILENT SHADOW & BATTLE COMMAND DEMO

Serious Hacker Gould writes in with tips for Battle Command Demo, and a cheat for Silent Shadow.

Yo Garth! Hacker Gould here, bringing you the latest in tips! The Six of the Best tape is absolutely brilliant! I love it! I have enclosed maps of the first 10 levels of Solomon's key, and also a useful cheat for SILENT SHADOW AND tips for the BATTLE COMMAND DEMO.

When playing by yourself, select two players. Define keys as appropriate (you may find it useful to define Player 2's fire and Bombs close to your own, so you can use them!) In game, fly at full speed. Player 2 will move with you. Then simply move your plane on top of Player 2, and 99% of the time Player 2 will die and not you!! Good eh?!!

Battle Command Demo Tips

1 Remember your limit is 1000kg, so choose carefully. 2 Always choose turret, as the ammo is quite a lot. 3 Two sets of missiles are handy to have, but using them sparingly will help, as you don't get many! 4 Pheonix missiles are the best. 5 If possible always chose 4 items.

SOLOMON'S KEY

Thanks to Mud the Mean Mapping Man of Stoke-on-Tees, Cleveland, for his tips for Solomon's-Key and Titanic. In Solomon's Key redefine the keys as EBORP and then redefine them again as you want them. This gives you infinite lives

KING





when you play the game.
In Titanic, if you want to play on part-2, select part-2 and use the password SUSIE. Mud Mad also sends a map. Question. Should we reveal the Mud-Man's real identity?

Midnight Resistance

David 'Barking Mad' Barker of North Anston sends in this tip for Midnight Resistance.
On level four stand under the waterfalls, fire & jump. Doing this should get you an extra life (You should be able to do this under all three waterfalls).

Operation Wolf

Hadyn J.Mullineux of Swinton, Manchester sends this tip for Operation Wolf. When the Communication Setup comes up press the left side of the keyboard down and you should get extra lives. Pressing T at any point in the game puts you on the next level. We've had this one before Haydn me old mucker so you can have a badge this time. Okay?

Shinobi

Clinton Aston from Clwyd sends in this tip for Shinobi. By typing in GRUTS on the define keys screen you'll get infinite lives. Nice one Clinton.

Nightmare Rally

Try typeing Chevron, Avenue, Exhaust or Symbol Q instead of your name. Doing this will transport you to different stages of the game. Don't thank us thank Gavin Chamberlain from Norfolk.
Another Cheat! Yes, Another Bloody Cheat!!! My God, what is the world coming to?! These games are supposed to stretch your minds, they're education-nun-nun-al. Oh well, I suppose it's useless fighting really, you can't make a silk filofax out of a pigs ear. In fact, you can't really do anything with a policeman. Or woman. Then again maybe I'm wong (or wrong even), I just love a girl in uniform.

X OUT

Here's some serious crawling from Jamie in Dublin, Republic of Ireland.Yo SU, your mag is easily the best ever seen on this Earth! Yo Garth, got a poke for X-out! On the screen where you're asked to choose your ship, go to the triangle pointing down and press fire on it. You now have a fab, mean machine and infinite lives when you start.

Shadow Warriors

More tips for Shadow Warriors, sent this time by Gareth Hancock of Newport Pagnell, Bucks.
On level three of Shadow Warriors, when you get to the end of level guardians, let the two who are moving follow you past the big casino sign. Then, when you get to the big yellow and black block, jump onto it. When the two guardians have jumped up jump over the gap and walk to the end of the platform. When you get to the end turn around and walk back, when you get to the gap jump over it and you will see the third guardian, when he walks towards you jump over him and kick him into the gap.

Laser Squad

Mark Place from West Auckland, Co.Durham sends us these tips for Laser Squad.

Scene 1, the Assassins.

Give armour 4 to first guy, the next two get armour 3, & the last two get armour 2. Buy Marsec Auto Cannon, Heavy Laser, Pistol, Rocket Launcher + Extra Rocket, & Sniper Rifle. Use your extra credits to buy grenades & ammo.
Deploy all five men to the right of the screen. As soon as you open the door two units (Robots), will be waiting. Prime grenade, chuck it in and close the door. Wait till it explodes then go in. There will probably be a droid in the room, left & up. Be careful. Sterner Regnix will probably be through that room left along that corridor. In other games he might be in the room below the entrance. Never enter from the left. Sterner Regnix is armed with the Marsec Auto Gun.

Moonbase Assault

Enter from the bottom left and go right with your heavy artillery. Blow out the computer center in the middle of the map. A lot can be took out quickly using rocket launchers and heavy lasers, also grenades.

Rescue From The Mines

Don't use rocket launchers, just grenades. Use explosives to blow the prison doors. Move prisoners to elevators (the things that look like garages), to let them escape. If needed use them to pick up the weapons from the dead'uns and blow the Metallix corporation away.

Cyber Hordes

Don't give too many MS auto cannons out on the chance they'll misfire and blow half your men away. L80 Las-Guns are pathetic. Equip a few AP75 grenades as they are needed for the awesome Battle Droid (Spit!Spit!). Deploy a few grenade holders n the lower rooms so they can kill the Battle Droid before it does too much damage. Don't use close combat.

Arkanoid I

Goffart Maurice of Laarsebaan, Antwerp, Belgium, wants to clear up the cheat for Arkanoid I. He says,'Press SPACE and enter PBRAIN into the high score then start e gme by pressing enter. Now you are in the game with your normal 3 lives. When you die ther will appear (as usual), GAME OVER. But when you start the game again there will appear "Press space to cheat", and when you do this you will have three lives but you are on the level where you died in the last game..

Rastan

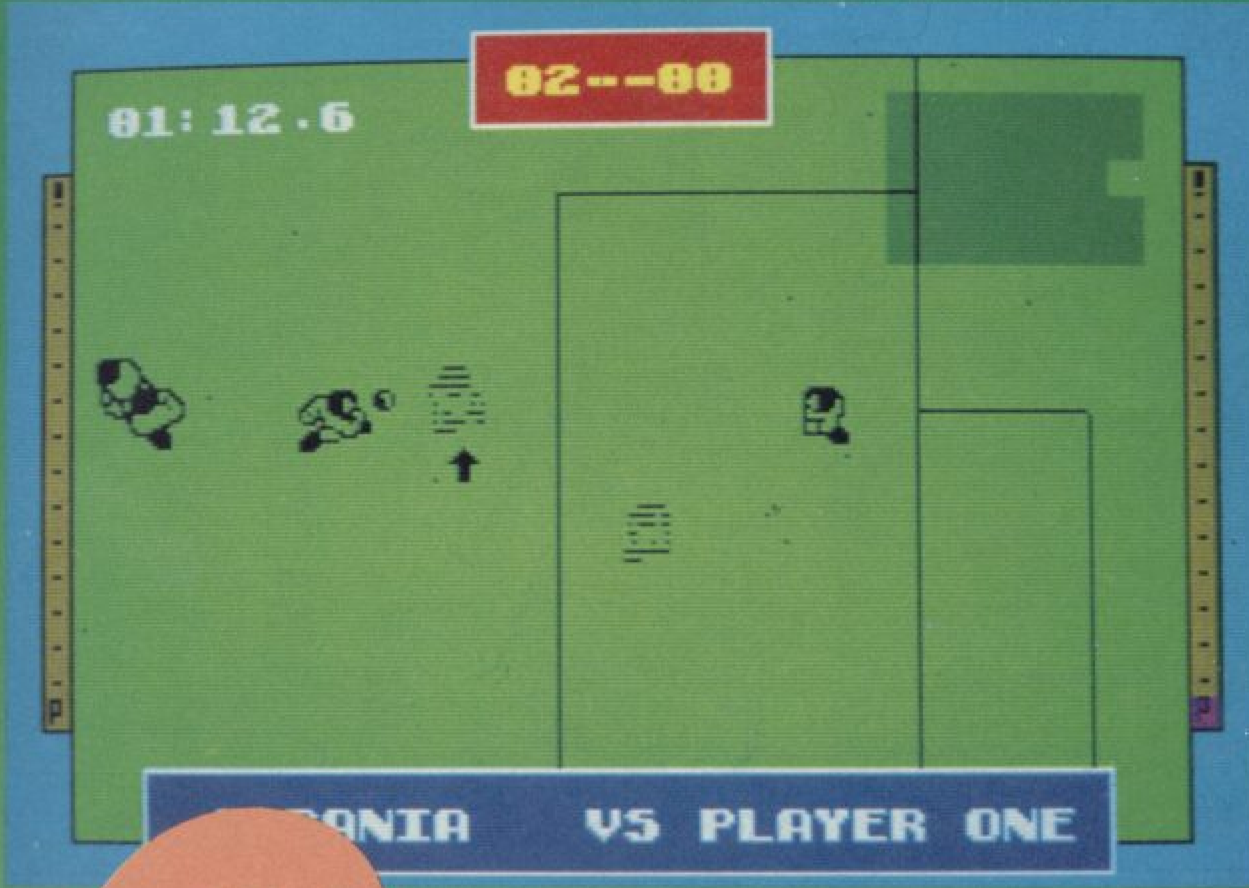
This cheat worked on the full price game but we doesn't know if it works on the budget. When playing press space and the title screen will appear, start the game and you'll find that you are almost immune from enemies and their bullets.

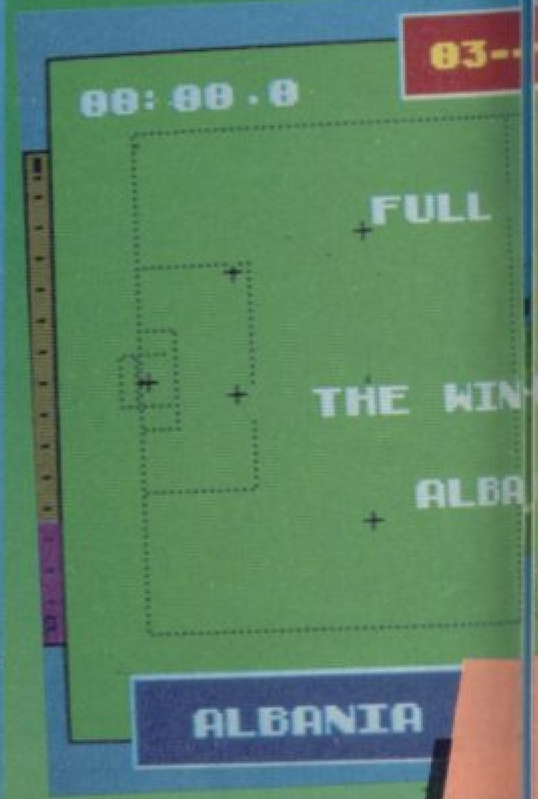
POKES

Multiface Pokes from Matthew Nile in Rotherham, South Yorkshire :
Batman, 24336,201 (Invincible)
Batman 24881,201 (Infinite Lives)
Cabal, 39245,201 (No Baddies),
Cabal39202,201 (Smart Bomb)
Chase HQ, 39998,166 (Credits)
New Zealand Story, 50000,0 (Immunity)
RoboCop, 31007,0 (No Baddies).

Midnight Resistance

Bits n'pieces, this time from Mark Milton in Enfield, Middx.
Poke 40152,0 gives unlimited supplies of special weapons you buy.
40364,0 makes you invulnerable after(!), you kill yourself.
40126,244 resets bullets to 500, or 999 if you choose extra bullets.
40127,3 gives extra bullets without having to buy them.





Gazza I

And it's Gazza all the way as he runs down the wing - nothing can stop him now..but what's this? He's noticed an old age pensioner in the crowd who's fallen over and.... he's gone! Gazza'a started to blub - the tears are rolling down his cheeks - and this scoring chance is lost as he sticks his head in a bucket and howls out for a Kleenex...

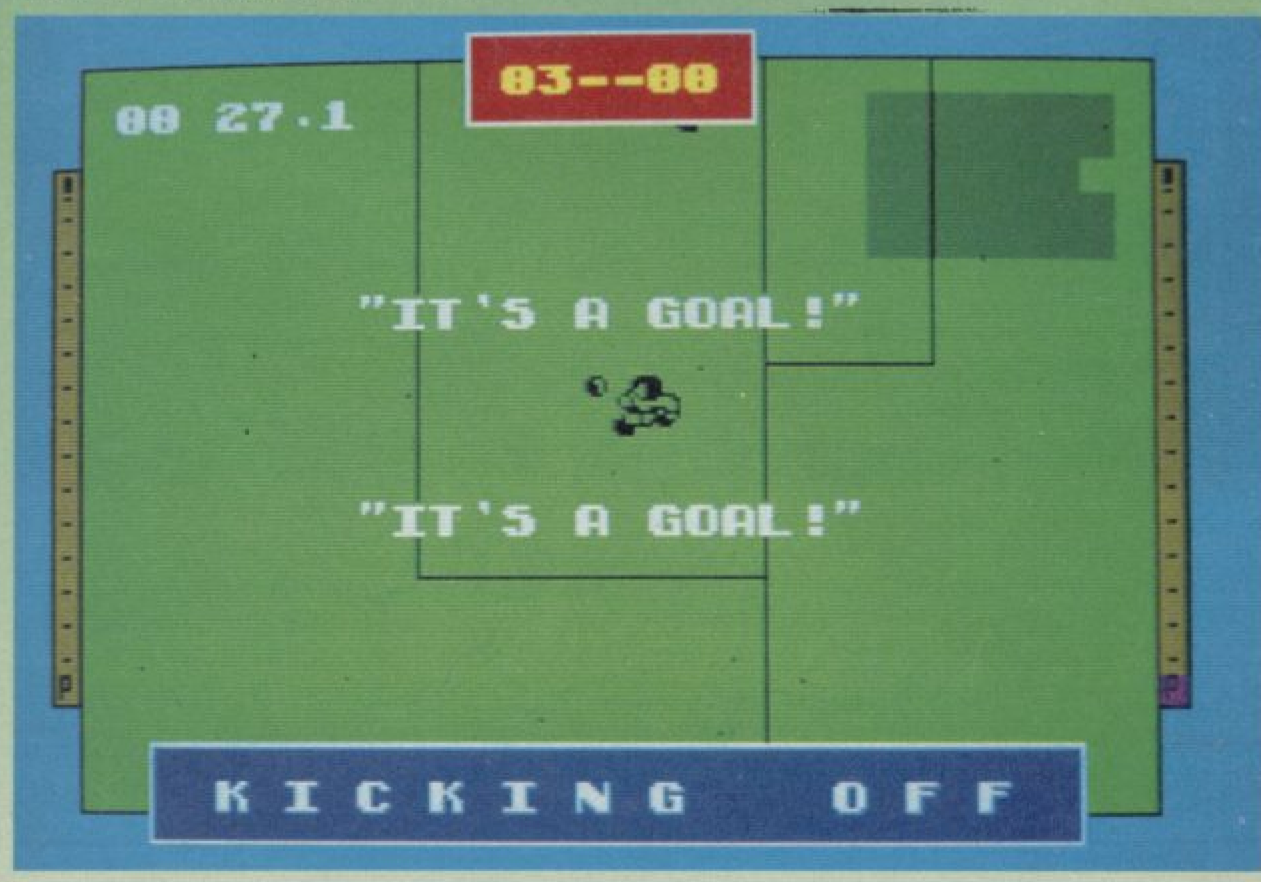
Well, football games come and go but it would seem that Gazza is here to stay. And after all, he did win the world cup for us - didn't he?

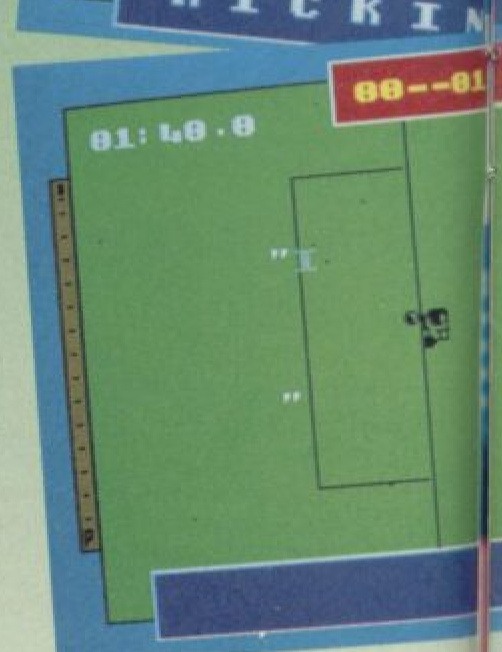
Well he's definitely a winner now, what with all the T.V. appearances, his appearance on our cover and his name being splashed all over Empire's latest release, Gazza II, which is quite a winner in itself.

You control a team of 11 players, with control switching to whichever player you have closest to the ball with play running horizontally across the screen - a useful device that means being able to see just that little bit further ahead.

The speed of Gazza is remarkable - Tottenham Hotspur fans will find nothing remarkable about this, and computer games fans will know that the





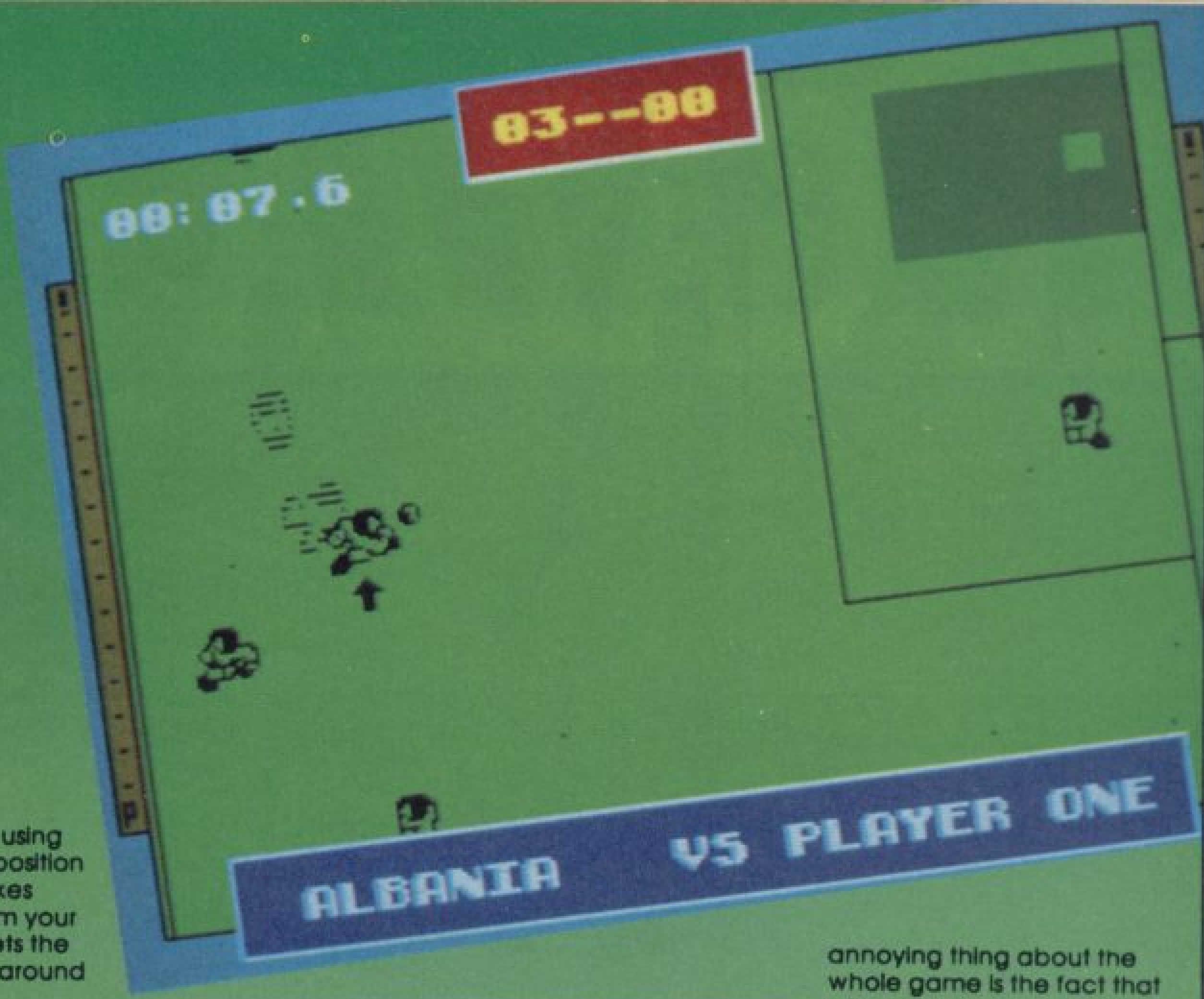




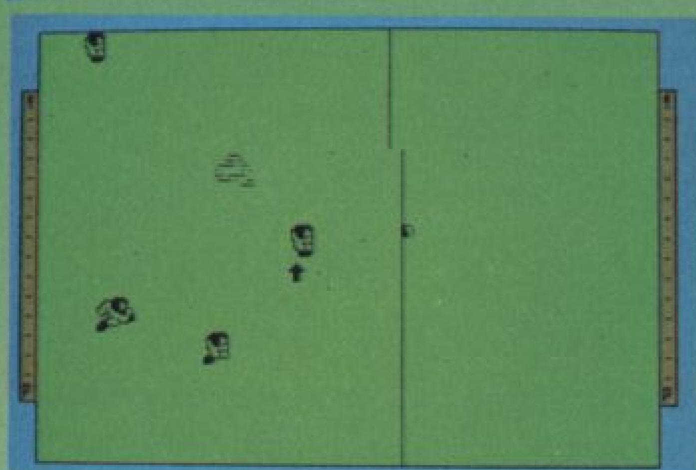
speed is mainly due to using 'half sprites' for the opposition team. This not only makes them unmistakable from your own players, but also lets the computer move them around smoothly and quickly.

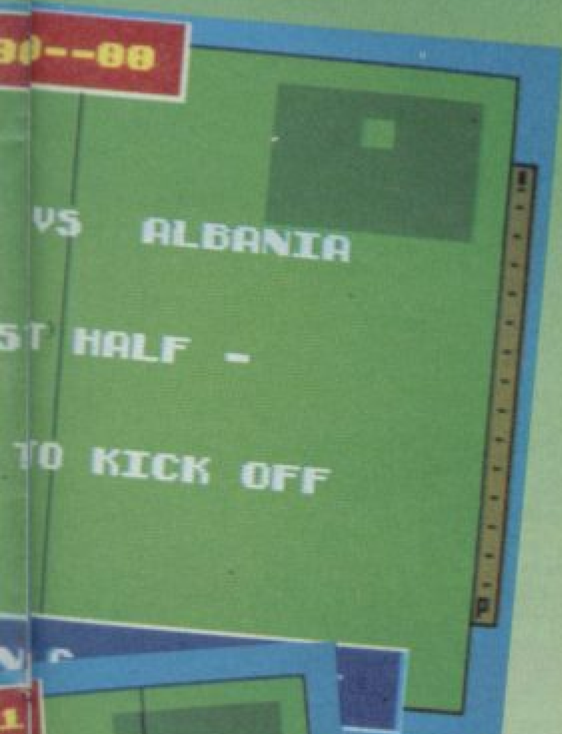
Each time one of your players picks up the ball, it sticks to his feet until one of the opposition players tackles him, or he kicks it on - the power of the kick being determined by the 'bootometer'

Each game has options for either one or two players but the most (and possibly only)



annoying thing about the whole game is the fact that when in two player mode, only one player can use the joystick - possibly a useful device for anyone wanting to play home and away matches, but a severe kick in the goalies for most joystick junkies.







GAZZA II

Label: Empire
Price: £10.99 48K

GRAPHICS	88
SOUND	85
PLAYABILITY	88
LASTABILITY	89

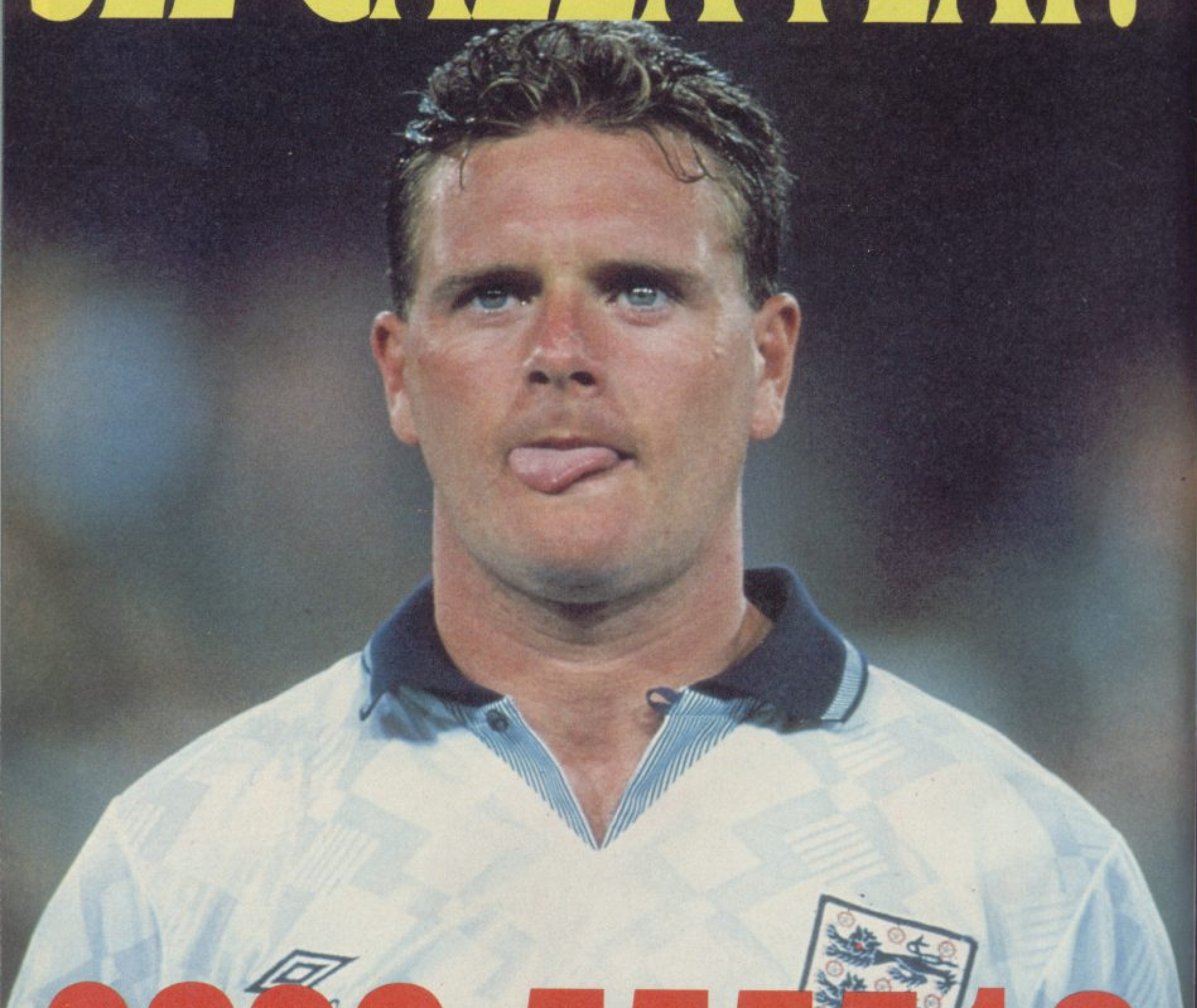
OVERALL 88%

Garth Sumpter

A superlative footy game that's vastly superior to Gazz'a Soccer. Eta bloody greet mahn ef yu lake phootball.



SEE GAZZA PLAY!



0898 555512

There's nothing quite like a good game of football and there's equally nothing quite like a good footballer. And there's nothing at all that's anything like Paul Gascoigne, Mr Tottenham and England. And you can now play Gazza II thanks to Empire. But that's not all. The ever-so-loverly Marissa, the lady who sorts everything out for the company has decided that to mark the launch of Gazza II, she'd quite like to let you all see Gazza play in his England strip on Wednesday the 6th of Februay against Cameroon.

Each set of double tickets are loverly and brill seats in the middle of the pitch (well, on the halfway line anyway!).

All you have to do to enter the competition is to ring the number at the top of the page and listen to the easy peasy questions. It's handy to have a pen and paper at the ready and then just send you answers to:

SEE GAZZA PLAY, SU, 30-32 Farrindon Lane, London, EC1R 3AU

CLOSING DATE FOR THIS COMPETITION IS 31st of January.

No employees of EMAP or Entertainment International are allowed to enter this competition. If they do, they'll get a severe kicking and I'll never talk to them again. The editor's decision is final, binding and no correspondence will be entered into. Entry into this competition accepts these terms and conditions.

THE SAM MISSION

STARDATE...JUNE 1990...
Disaster strikes as MGT crash-lands . . . No obvious sign of life in the wreckage.

STARDATE... AUGUST 1990...
Commanders Bruce Gordon and Alan Miles discovered alive and well . . . SAM Coupé perfected for new mission . . . Team SAM assembled.

STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch...



LATEST SIGHTINGS:
Pipemania, Sphera . . . Personal Banking System . . . 1Mb Memory Upgrade . . . Card-cage and real-time clock.

PRIORITY ONE MESSAGE...
SAM COUPÉ WITH 1 DRIVE
NOW £199.95

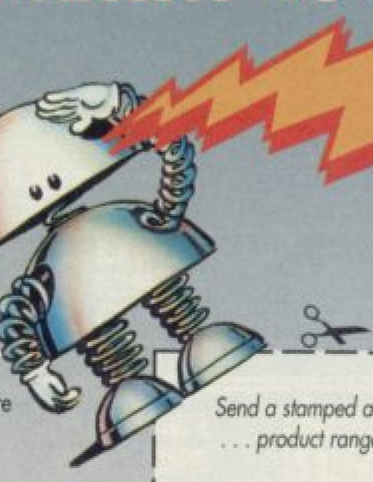
256K Memory - 780K Disk Space - 128 Colours - 6 Channel, 8 Octave Stereo Sound - Flash Art Package - Disk Utilities - Mouse Port - Joystick Port - Light Pen Port and Midi all included - Suitable for T.V. or Monitor.
...GET EXCELLENT SPECTRUM COMPATIBILITY WITH LERM'S SAMTAPE 3



MISSION OBJECTIVES: TO TAKE THE SAM COUPÉ TO EVERY CORNER OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...

KEY CREW - TEAM SAM

SAMCO . . . 0792 700300 . . . Mission Command
ENIGMA VARIATIONS . . . 0423 501595 . . . Programming and Data
PBT ELECTRONICS . . . 0639 885008 . . . Damage Control
FORMAT PUBLICATIONS . . . 0452 412572 . . . Counselling.



CAPTAIN'S LOG... UPDATED WEEKLY. PUBLIC ACCESS ON 0898 299380.
calls charged at 44p (33p off peak) per minute

GROUND SUPPORT

SRS Micro Systems - Watford
Hi-Tek - Bexleyheath
Anco - Dartford
Microfix - Canterbury
A & C Computers - Farnborough
Columbia Computers - Bournemouth
Estuary Computers - Southend
Electronic & Computer Services - Hayes
JKL Computers - Uxbridge
YVJ International - Reading
Baytree Bookshop - Waterlooville
The Computer Shop - Barnstaple
Long Eaton Software -Nottingham
Computer Wize - Sutton Coldfield
Comtazia - Walsall
Daval Electronics - Peterborough
Scunthorpe Computer Centre
Swaffham Micros
Mag Components - Birmingham
Abbey Software - Spalding
Peterlee Computer Centre
Microtyne - Newcastle
Alnwick Computerware
Audio Video - Widnes
Errington Computers - Spennymoor
Bolton Computer Centre
Microsnips - Wallasey
Discoland - Doncaster
Vics Computers - Perth
Jaycees - Forres

3

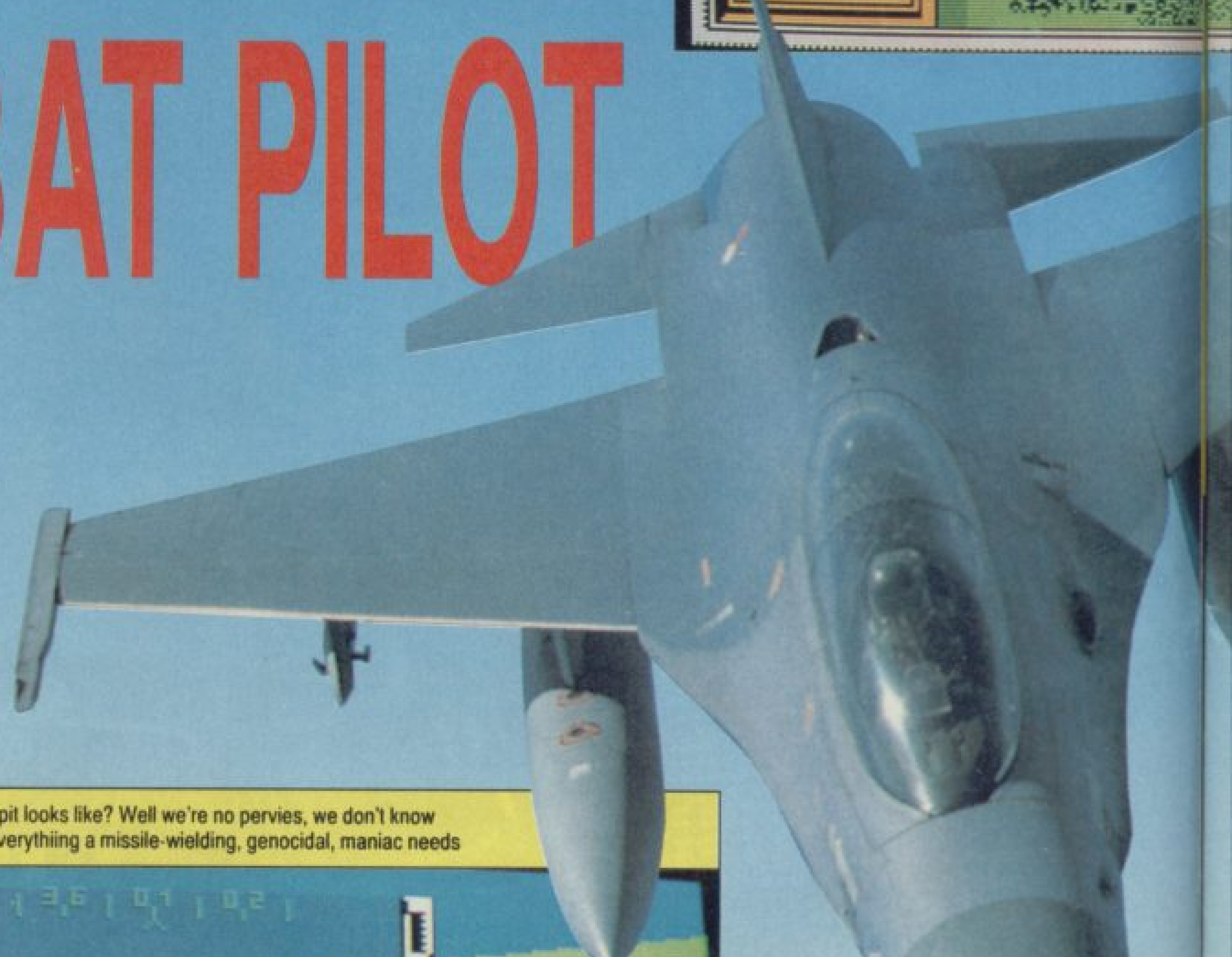
Send a stamped addressed envelope to Mission H.Q. for further data . . . product range, software, specifications, prices and dealers.

Name ....
Address ....
....
....Post Code ....
SAM Computers Limited, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH

SAM Coupé

F-16 COMBAT PILOT





Yeeeeeharr!!!! I circled back over the funeral ground of my opponents Mig, my F16 badly damaged, having lost it's communications systems due to enemy fire (an air to air guided missile, the dirty swine). Now I gotta limp back to base, relying on my computer map to get me home, and my crack (or is that cracked?), pilot's flying skills to land me safely. Still, any landing ......

Now pay attention y'all. Synchronize those Micky Mouse watches. You start the game by selecting one of five missons. These are Scramble, Hammerblow, Deepstrike, Tank Buster and Watchtower.

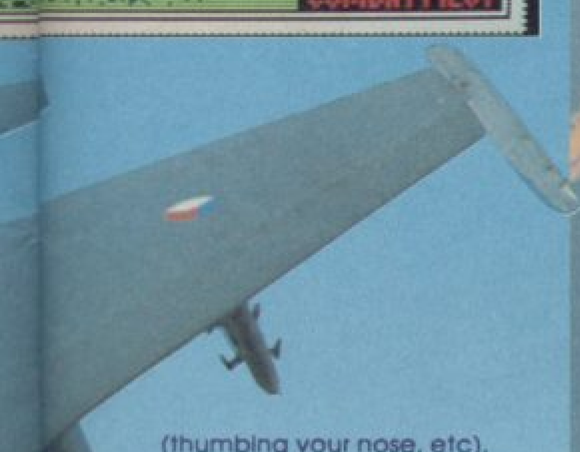
Scramble is air-to-air interception. Having said that there's always the possibility of going into close combat with enemy planes and snuffing them (or yourself), in each mission. Hammerblow is about offensive counter-air operations. This means knocking out enemy military installations (radars, runways - you know, little inexpensive things like that), whilst being offensive

Ever wondered what the inside of a pilot's cockpit looks like? Well we're no pervies, we don't know either but here's his head-up display. There's everythiing a missile-wielding, genocidal, maniac needs









(thumbing your nose, etc).

Deepstrike means taking out enemy support installations (power stations, factories, union leaders). Tank Buster is as the name suggests, the art of being very nasty indeed to people who happen to drive tanks. Watchtower is nothing to do with the Jehovahs witnesses (unless they happen to have been take prisoner in one, in which case those Red's have some sense), but is the reconaissance mission, where you steal the facts from 'over' the noses of the enemy!

You can let the crew choose your weapons, or choose them yourself, cos' you don't like anyone messin' with your baby. You have a variety of air-to-air and air-to-ground missiles to choose from, as well as extra fuel, and a reconnaisance pod (ATARS, advanced tactical air reconnaisance system). All of the options (mission and weapon),



General Dynamics F16 Fighting Falcon

- The General Dynamics F16 Fighting Falcon is a single seat, tactical, multi-role fighter. It is 49ft long and has a wing span of 31ft. 'Dry' (unfuelled, unarmed), it weighs 16,794lbs. The latest version of the F16 is the F16c which is powered by a General Electric F110 GE 100 Turbofan which can produce 27000lbs thrust on reheat and gives it more power than its predecessors giving it a maximum speed of Mach 2.1 (just over 1350 mph) at 36,000ft its optimum operating altitude. It's flight ceiling is 50000ft.



- The F16 is armed with an internal M61A1 Vulcan 20mm cannon, and 500 - 515 rounds of ammuniton. This has an effective range of just over 15,00ft, and can fire 100 rounds per second from it's six barrels. The F16 can also carry 20450lbs of external armaments and fuel.
- The F16 entered active service with the USAF on 6 January 1979. Today there are well over 3000 F16's in service around the world with the USAF and it's NATO partners, as well as the Israeli air defence force amonst others.
- The only complaint about the F16a was the lack of BVR (Beyond Visual Range capability). This has been ammended by the use of upgraded avionics in the F16c which enable the plane to launch medium range missiles such as the SPARROW - a SARH Semi Active Radar Homing missile.
- Although slower than the F14 and F15, with a lower operation ceiling, the F16 is unrivaled by either of the two, in its dogffigthing capabilities.
- The F16 is the only Western aircraft to have attacked Iraq, when the Isrealis bombed an Iraqi nuclear reactor plant that was susspected of being used in the development of nuclear weapons.
- The F16 was originally developed as a low-cost alternative to the F15; it's lighter but not as fast as the F15 (which has a speed of Mach. 2.5) and can't carry as heavy a payload. There are however, many more F16's in service than F15's.
- The F16 is a HOTAS aircraft. Not only does this mean it's well hard, but it means that it's Hands On Throttle and Stick. This means that the pilot doesn't have to remove his hands from the controls during combat.

F-16 COMBAT PILOT



Herre's your mission brief. How you did and where you did it! All kept nice and tidy in your very own USAF fileofax. I must be off now, if only I could remember where I left my watch.



are selected by clicking an arrow on the relevent icons.

Having satisfied Tactical Fighter Command that you are capable holding your own with the best of the reds by completing all five missions, then you will take command of your men in Operation Conquest, an all out 'death or glory' joy ride in a squadron of F16 Fighting Falcons armed to the wingtips!

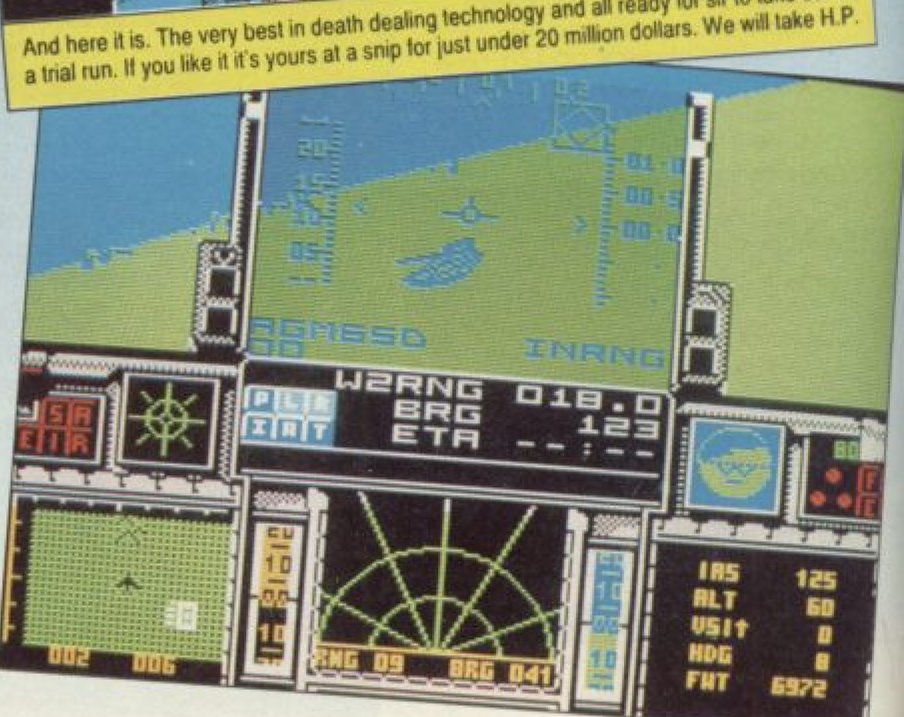
Once in the cockpit you're faced with an impressive array of displays, including the head-up with it's automatic targeting system, the 'passive' radar, the... (ugh, arrgh, that button was a fag-lighter!!!). Enough of this. Suffice to say that if you want thrills, spills, and excitement galore then buying this game would go a long way to giving you that, no probs. The graphics are excellent, the line graphics working well and the cockpit display being interesting without being complicated. In fact this can be said for all aspects of F16 Combat Pilot, lack of this quality probably being the worst failing of most flight simulators. The attempted recreation of an authentic jet-engine sound is good. The controls are respon sive, maybe even delicate but there is a definite sense of realism to this simulator.

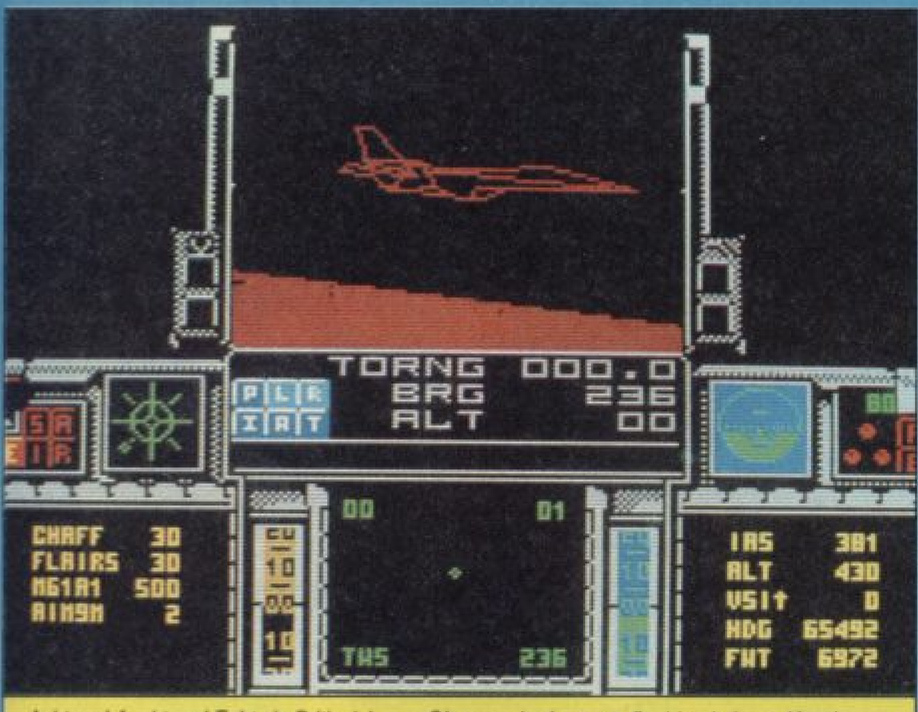
I could have spent hours on F16 Combat Pilot. Definately 'The Right Stuff'.





And here it is. The very best in death dealing technology and all ready for sir to take out on a trial run. If you like it it's yours at a snip for just under 20 million dollars. We will take H.P.

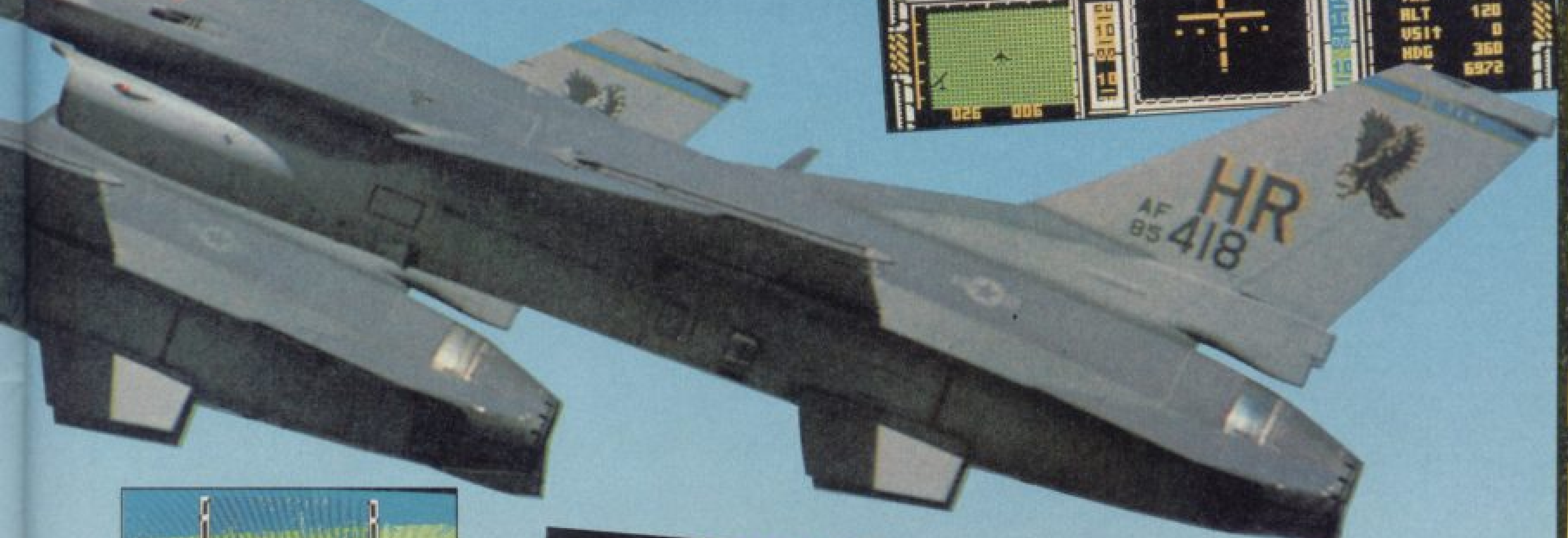




Achtung! Auchtung! Echt ein Britiszisher.... Oh sorry, had a nasty flashback there. Here's what a plane looks like on the H.U.D. at night using the infra-red nightfighting option.









F16 COMBAT PILOT

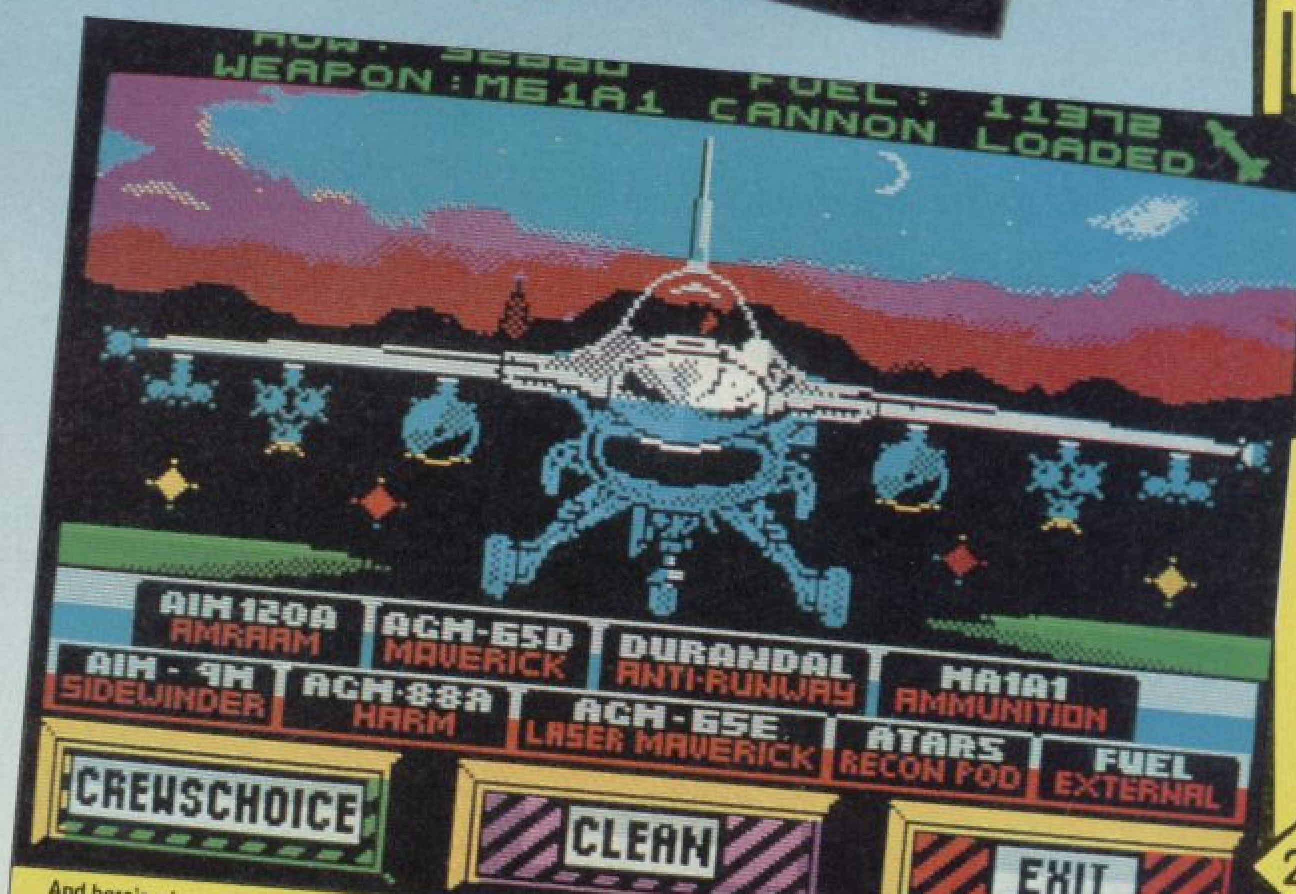
Label: Digital Integration
Price: £14.95/19.95 48/128K

GRAPHICS	85
SOUND	76
PLAYABILITY	88
LASTABILITY	88

OVERALL 88%

Jason Naik

I like flight sims and this one soars above most competition. If you want high action, then fly off and get F16



And here's where you load up to go off and do the dirties. You can either take the crew's choice of armament or decide to choose your own weopons of destruction. I'll take the Kylie albums and the extra tanks of lumpy, school custard..

PIC 'N' PILE

Label: Ubisoft
Price: £9.99 48/128K

GRAPHICS	51
SOUND	67
PLAYABILITY	70
LASTABILITY	61
OVERALL	66%

Chris Jenkins

Lacklustre-looking Frenchie fun finally fails on critical comparisons

PIC'N'PILE

Take a splash of Boulderdash, a twist of Tetris and a pinch of Puznik and you get Pick'n'Pile, Ubisoft's latest arcade effort. It's one of those addictive challenges to your reaction speed and forward thinking which is supposed to be so absorbing that you forgive the crummy graphics - well, we all know my opinion about that sort of thing - why can't it have good graphics too?



Still, you have to admit the basic idea is simple and absorbing. After the title screen which features catchy South American music, you samba to the play screen which contains - nothing! Not a banana! Lives remaining, elapsed time and score are shown at the top of the screen, but the rest of it consists of nothing but a blue background divided into columns. Then, just as you begin to think that this is going to be the most minimal game ever, the screen fills with a cascade of objects which fall from the top of the screen and land in huge heaps at the bottom, then start exploding in a mystifying manner.

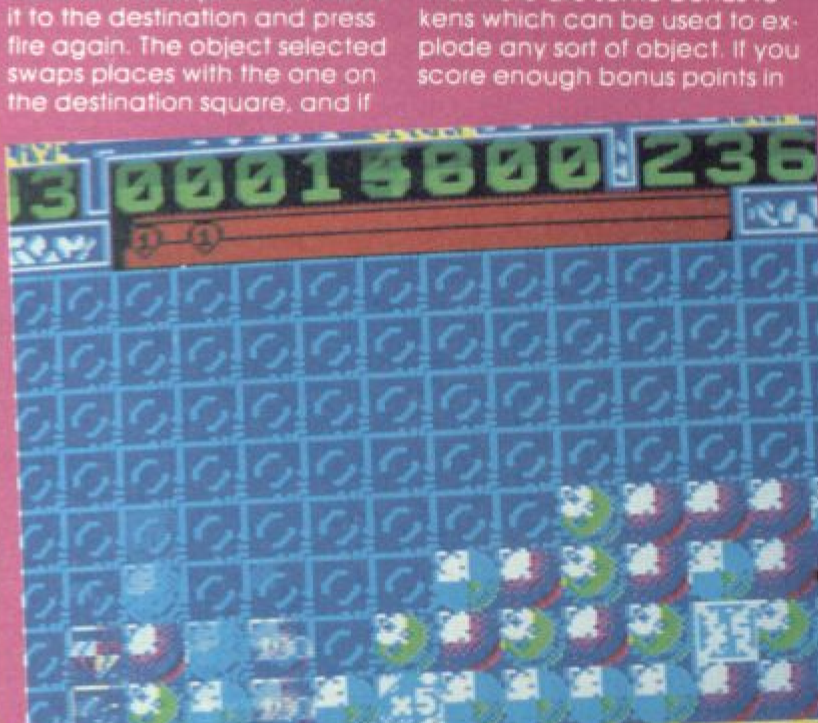
It's all quite simple really; your aim is to completely clear the screen of objects before the timer runs out, by moving them around so that similar objects stand on top of each other with the bottom one on the ground, at which point they explode. You do this using a gunsight-style cursor; move it over the object you want to select, press fire, move it to the destination and press fire again. The object selected swaps places with the one on the destination square, and if you've calculated right the result should be an explosion, or series of explosions if your calculations are sufficiently foresightful.



The objects include green, purple and blue spheres; you can't pile them up too high, because they tumble off the top of the pile, and the trick, of course, is not to leave yourself with any unpaired objects at the end. To help you with this, there are some bonus tokens which can be used to explode any sort of object. If you score enough bonus points in this way you earn a diamond, which is a GOOD THING apparently, but which just goes to stress the similarity with Boulderdash.

On later levels you get oh-so-amusing divertissements including bombs which can be used to destroy large areas of blocks, chompy monsters, and golden blocks. On harder levels, you have to pile up more objects before they will explode, and there's a two-player (alternate) mode.

The main problem with Pick'n'Pile is that it's very similar to Ocean's Puznik, though with inferior graphics. That being the case, I can't see many people PICKING it, so it probably won't make PILES of money for Ubisoft.

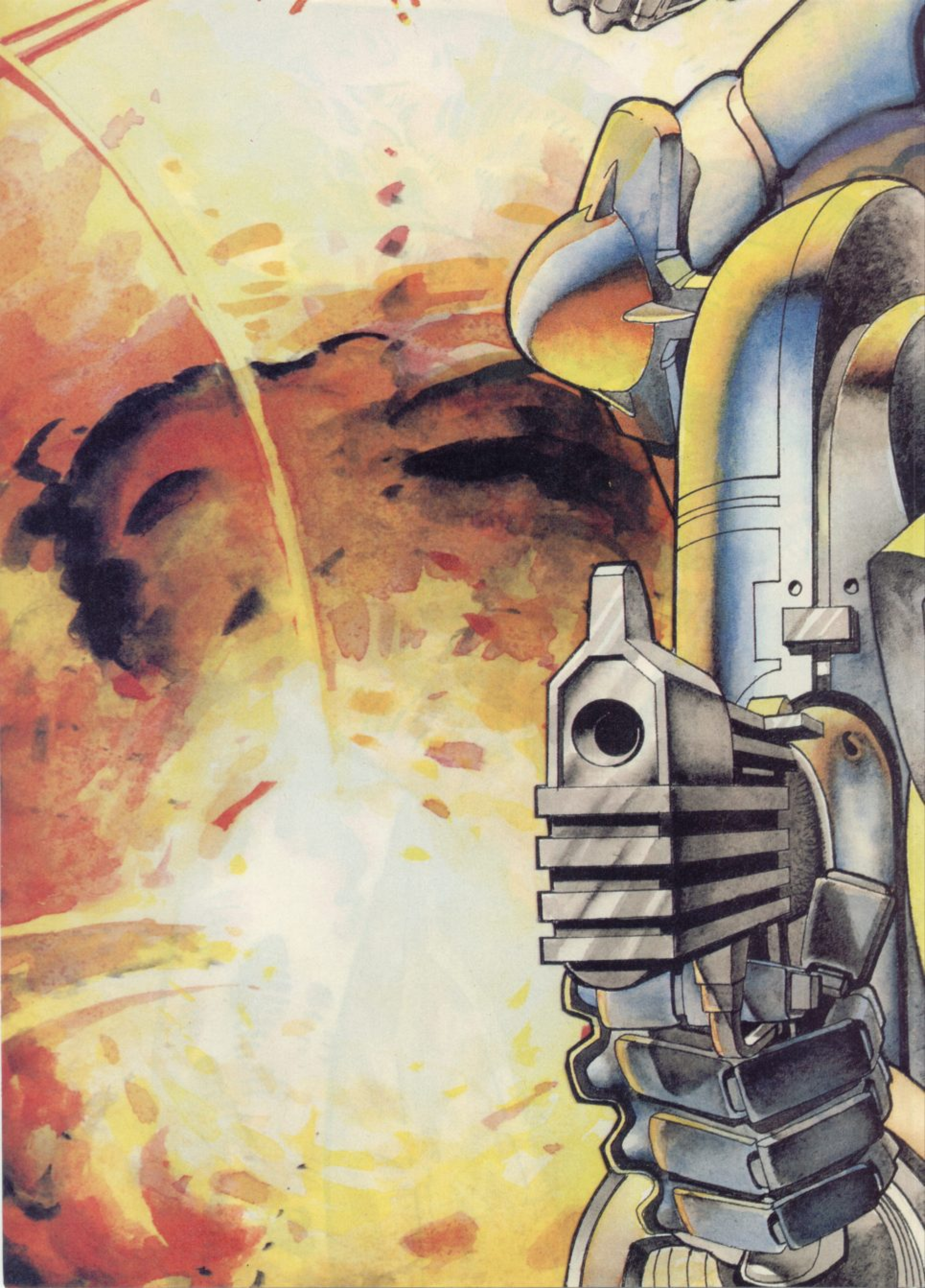


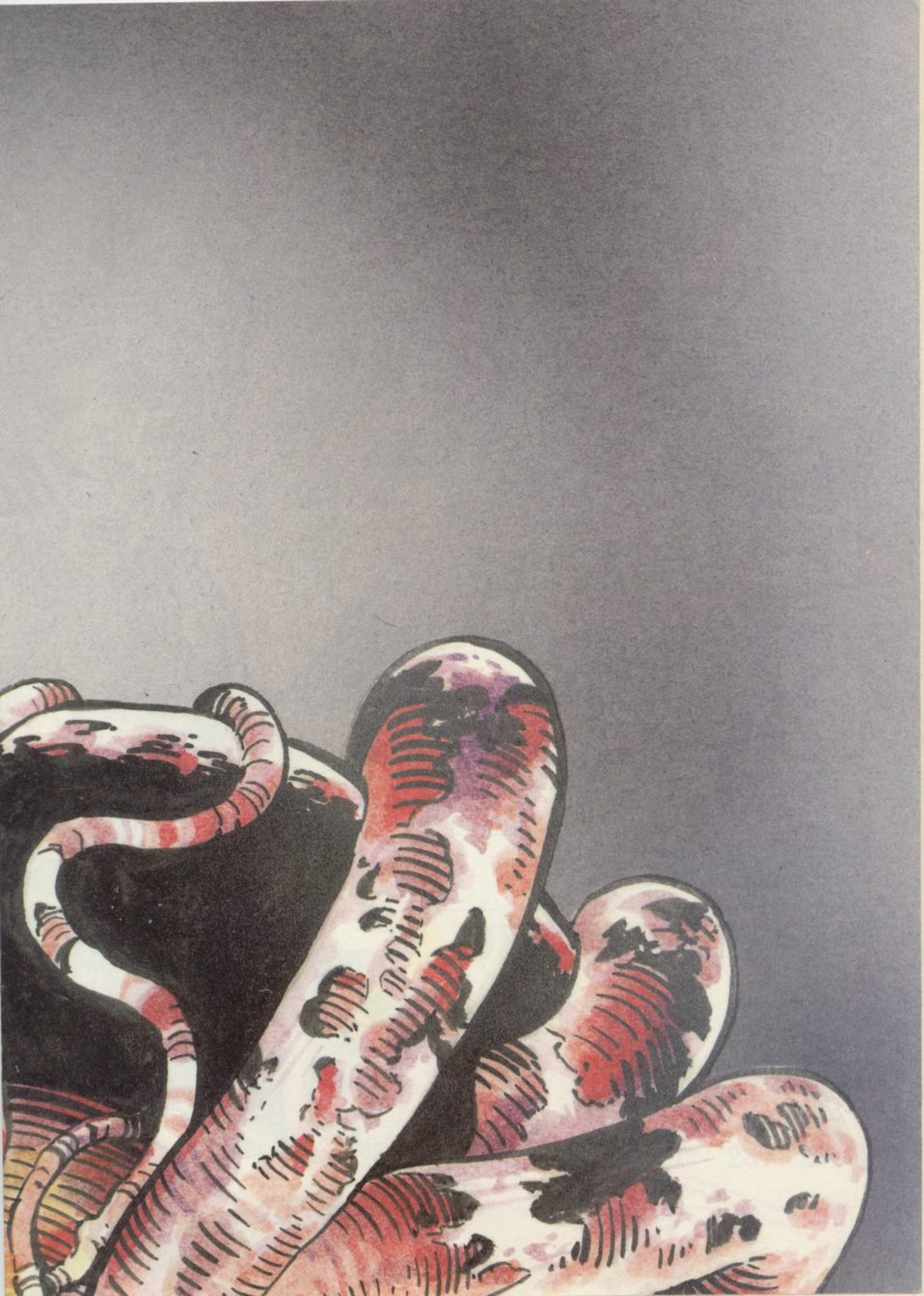




Gazza II
Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.
Featuring the 40 Top Teams in Europe!
Play Sunday League up to International!
Pick your Team from the squad!
Decide your Formation!
Each Player with unique Characteristics!
Man to Man marking!
Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
Swerve, Chip, Drive & Cross!
Multi-directional scrolling!
Injuries and Bookings!
Variable Pitch Surfaces!
Variable Wind Speeds!
Full management section for up to 16 players!
Versatile tactics editor adds a whole new dimension: be the player, manager and coach!
Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
RAZE RAVE 91%
Gazza II - the football game that will have you playing until the next World Cup!!
EMPIRE
EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212.











GUST

hu	Fri	Sat	Sun
	2	3	4
3	9	10	11
5	16	17	18
2	23	24	25
9	30	31	

SEPTEMBER

Mon	Tues	Wed	Thu	Fri	Sat	Sun
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

EMBER

hu	Fri	Sat	Sun
	1	2	3
7	8	9	10
4	15	16	17
1	22	23	24
3	29	30	

DECEMBER

Mon	Tues	Wed	Thu	Fri	Sat	Sun
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					



SU 1991 YEA

JANUARY

Mon	Tues	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

FEBRU

Mon	Tues	Wed	Thu
4	5	6	7
11	12	13	14
18	19	20	21
25	26	27	28

APRIL

Mon	Tues	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

MA

Mon	Tues	Wed	Thu
		1	2
6	7	8	9
13	14	15	16
20	21	22	23
27	28	29	30

CONNECT

INSIDE THIS MONTH!

All your regular favourites in your own pull-out magazine. SU Crew, Smash Coupons, Comps Sorceress and your letters!

SMASH OFFER SMASH OFFER SMASH OFFER

£3.00 OFF £3.00 OFF

EXTERMINATOR

Price to SU Readers, £7.99 (cassette)/£11.99 (disc.) Send a cheque or postal order payable to Audiogenic Software Ltd (with your name and address) to: Exterminator SU Smash Offer, Audiogenic, Unit 27, Christchurch Industrial Centre, Forward Drive, Wealstone, Harrow, HA3 8NT.

£3.00 OFF £3.00 OFF

£3.00 OFF £3.00 OFF

EXTERMINATOR

Price to SU Readers, £7.99 (cassette)/£11.99 (disc.) Send a cheque or postal order payable to Audiogenic Software Ltd (with your name and address) to: Exterminator SU Smash Offer, Audiogenic, Unit 27, Christchurch Industrial Centre, Forward Drive, Wealstone, Harrow, HA3 8NT.

£3.00 OFF £3.00 OFF

£3.00 OFF £3.00 OFF

HELTER SKELTER

Price to SU Readers, £7.99 (cassette)/£11.99 (disc.) Send a cheque or postal order payable to Audiogenic Software Ltd (with your name and address) to: Helter Skelter SU Smash Offer, Audiogenic, Unit 27, Christchurch Industrial Centre, Forward Drive, Wealstone, Harrow, HA3 8NT.

£3.00 OFF £3.00 OFF

£3.00 OFF £3.00 OFF

HELTER SKELTER

Price to SU Readers, £7.99 (cassette)/£11.99 (disc.) Send a cheque or postal order payable to Audiogenic Software Ltd (with your name and address) to: Helter Skelter SU Smash Offer, Audiogenic, Unit 27, Christchurch Industrial Centre, Forward Drive, Wealstone, Harrow, HA3 8NT.

£3.00 OFF £3.00 OFF

£2.00 OFF £2.00 OFF

GAZZA II

Available at a silly price £8.99 to SU readers (cassette only). Send a cheque or postal order made payable to Entertainment International, Unit 4. Stannetts, Laindon Trade Centre, Basildon, Essex, SS15 6DJ. Offer closes 18th Feb.

£2.00 OFF £2.00 OFF

£2.00 OFF £2.00 OFF

GAZZA II

Available at a silly price £8.99 to SU readers (cassette only). Send a cheque or postal order made payable to Entertainment International, Unit 4. Stannetts, Laindon Trade Centre, Basildon, Essex, SS15 6DJ. Offer closes 18th Feb.\

£2.00 OFF £2.00 OFF

SMASH OFFER SMASH OFFER SMASH OFFER

Only use original Smash Coupons: Photocopies are NOT permitted. Only 2 coupons per household.

SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN. Tel:0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304 Fax: 0902 712751

BUDGET

2 PLAYER SUPER LEAGUE		2.99
4x4 OFF ROAD RACING		2.99
1942		2.99
1943		2.99
ACE 1		1.99
ACE 1 AND 2		2.99
AIRWOLF		2.99
AMERICAN FOOTBALL		2.99
AUSTRALIAN RULES FOOTBALL		2.99
BARBARIAN		2.99
BARBARIAN 2		3.99
BATMAN		2.99
BATMAN CAPED CRUSADER		2.99
BATTLESHIPS		1.99
BLINKY'S SCARY SCHOOL		2.99
BOMBJACK		2.99
BOULDERDASH 1 OR 2 OR 4		2.99
THE BOXER		2.99
BOXING MANAGER		2.99
BOXING MANAGER 2		2.99
BRITISH SUPER LEAGUE		2.99
BUGGY BOY		2.99
CALIFORNIA GAMES		3.99
CAULDRON 1 & 2		2.99
CASH CADE		3.99
CHAMPIONSHIP GOLF		2.99
CHUCK YEAGER FLIGHT TRAINER		2.99
CHUCK YEAGER (+3 DISC)		6.99
CHUCKIE EGG 1 OR 2		3.99
CLASSIC PUNTER		2.99
CLASSIC TRAINER		2.99
COMMANDO		2.99
COUNTY CRICKET (D&H)		2.99
CRAZY CARS		2.99
CRICKET CAPTAIN (HI-TECH)		2.99
CYBERNOID		2.99
DALEY THOMPSONS DECATHLON		2.99
DALEY THOMPSONS OLYM CHALL		2.99
DAN DARE 2		2.99
DIZZY DICE		1.99
THE DOUBLE		2.99
DOUBLE DRAGON	NEW	2.99
DRAGON'S LAIR		2.99
ELIMINATOR	NEW	2.99
EMPIRE STRIKES BACK		2.99
ENDURO RACER		2.99
ESCAPE FROM SINGES CASTLE		2.99
FANTASY WORLD DIZZY		2.99
FAST FOOD		2.99
FIGHTER PILOT		2.99
FIRE LORD	NEW	2.99
FIRST PAST THE POST		2.99
FOOTBALLER		2.99
FOOTBALL CHAMPIONS		2.99
FOOTBALL MANAGER		2.99
FORMULA ONE GRAND PRIX		1.99
FRANK BRUNO		2.99
FRUIT MACHINE SIM 2		2.99
G.B. AIR RALLY		2.99
GAMES-WINTER EDITION		3.99
GARY LINEKERS SUPERSTAR SOCCER		2.99
GAUNTLET 1 OR 2		2.99
GRAHAM GOOCH		1.99
GHOSTS AND GOBLINS		2.99
GHOSTBUSTERS		1.99
GRAND NATIONAL		1.99
GREAT ESCAPE		2.99
GREEN BERET		2.99
GREG LOSES CLOCK		2.99
GRID IRON 2		2.99
GUARDIAN ANGELS		2.99
HONG KONG PHOOEY		2.99
HYPERSPORTS		2.99
I.K. +		2.99
IKARI WARRIORS		2.99
IMPOSSABALL	NEW	2.99
IMPOSSIBLE MISSION 2		2.99
INDIANA JONES TEMPLE OF DOOM		2.99
INTERNATIONAL FOOTBALL		2.99
INTERNATIONAL MANAGER		2.99
JET SET WILLY		1.99
JOE BLADE 3		2.99
KENTUCKY RACING		2.99
KICK BOXING		1.99
KWIK SNAX		2.99
LEAGUE CHALLENGE		1.99
LITTLE PUFF		2.99
MACADAM BUMPER PINBALL		2.99
THE MANAGER		2.99
MANIC MINER		2.99
MATCHDAY 1 OR 2		2.99
MIKE REIDS POP QUIZ		2.99
MONTE CARLO CASINO		2.99
MONTY ON THE RUN		2.99
MOTOR CYCLE 500		2.99
THE MUNSTERS		2.99
NEMESIS		2.99
NIGEL MANSELL GRAND PRIX		2.99
NINJA MASTER		1.99
OLLIE AND LISA 3		2.99
ON THE BENCH		2.99
OPERATION WOLF		2.99
OUT FOR THE COUNT		2.99
OUTRUN		3.99
PAPERBOY		2.99
PENALTY SOCCER		2.99
POPEYE 2	NEW	2.99
POSTMAN PAT 2		2.99
PRO BOXING SIM		2.99
PRO GOLF (CODEMASTERS)		2.99
PUB GAMES		2.99
PUB TRIVIA		2.99
QUESTION OF SPORT		2.99
R-TYPE		2.99
RAMPAGE		2.99
RANARAMA	NEW	2.99
REAL GHOSTBUSTERS	NEW	2.99
RENEGADE 1 OR 3		2.99
RETURN OF THE JEDI	NEW	2.99
ROCK STAR ATE MY HAMSTER		2.99
RUGBY MANAGER		2.99
RUN THE GAUNTLET		2.99
SABOTEUR 1 OR 2		1.99
SALAMANDER		2.99
SCOOBY DOO		1.99
SIDEWINDER 2	NEW	2.99
SILKWORM	NEW	2.99
SKATE OR DIE		2.99
SKATE OR DIE (+3 DISC)		6.99
SNOOKER MANAGEMENT		2.99
SNOOKER MANAGER		2.99
SOCCER 7		2.99
SOCCER DIRECTOR		2.99
SOCCER Q		2.99
SOCCER STAR		2.99
SPACE HARRIER		2.99
SPY HUNTER		2.99
SPY V SPY 1 OR 2		2.99
STAR WARS		2.99
STREET FIGHTER		2.99
STRIKER		2.99
STRIP POKER 2		2.99
SUMMER GAMES		2.99
SUPER CYCLE		2.99
SUPER NUDGE 2000		1.99
SUPER STOCK CARS		2.99
TARGET RENEGADE		2.99
TETRIS		2.99
THEATRE EUROPE		2.99
THUNDERCATS		2.99
TIGER ROAD		3.99
TOMAHAWK		2.99
TOP GUN		2.99
TRAP DOOR 1 OR 2		1.99
TREASURE ISLAND DIZZY		2.99
VINDICATOR		2.99
WACKY DARTS	NEW	2.99
WEC LE MANS	NEW	2.99
WEMBLEY GREYHOUNDS		2.99
THE WOMBLES		2.99
WONDERBOY		2.99
WORLD CLASS LEADERBOARD		2.99
YES PRIME MINISTER		2.99
YOGI BEAR'S GREAT ESCAPE		2.99

SOFTWARE CITY SPECIALS

APACHE GOLD		1.99
BRIAN CLOUGH (+3 DISC ONLY)		4.99
CAPTAIN FIZZ		2.99
CRACKDOWN	NEW	2.99
CROSSWIZE	NEW PRICE	0.75
DAMNED FOREST ADVENTURE		1.99
DEACTIVATORS	NEW PRICE	0.75
DOOMDARKS REVENGE	NEW	1.99
DYNASTY WARS	NEW	3.99
EARTHLIGHT	NEW PRICE	0.75
ENLIGHTENMENT (DRUID 2)		0.99
FAT WORM BLOWS A SPARKY		0.99
FEDERATION ADVENTURE		1.99
FINAL MISSION		1.99
FRANKENSTEIN		1.99
GAMES SUMMER EDITION		2.99
GARY LINEKERS HOTSHOTS		2.99
GOLD SILVER AND BRONZE		3.99
HAMMERFIST	NEW	3.99
HARD DRIVIN'	NEW	2.99
HEARTLAND	NEW PRICE	0.75
HOT ROD	NEW	2.99
HYPABALL	NEW PRICE	0.75
IMPLOSION	NEW PRICE	0.75
INTENSITY	NEW PRICE	0.75
JACK AND THE BEANSTALK		2.99
KAYLETH	NEW PRICE	0.75
KARYSSIA		1.99
KENNY DALGLISH SOCCER MATCH		2.99
KENNY DALGLISH SOCCER MATCH DISC		2.99
MAGNETRON	NEW PRICE	0.75
MOUNTAINS OF KET		1.99
MYSTERY ON THE NILE		0.75
MYTH	NEW PRICE	2.99
NINJA HAMSTER		0.99
NINJA SPIRIT	NEW	3.99
PACMANIA	NEW	2.99
QUESTION OF SPORT		2.99
THE REALM		1.99
SHACKLED		1.99
SIGMA 7	NEW	1.99
SPACE HARRIER 2		2.99
SPORTS HERO		1.99
SPYTREK ADVENTURE		1.99
STARSTRIKE 1 & 2		1.99
TAPPER		2.99
TEMPEST		1.99
THUNDERBIRDS (GRANDSLAM)	NEW	2.99

FULL PRICE

		CASS	DISK
ANCIENT BATTLES		9.99	N/A
BACK TO THE FUTURE 2		7.50	9.99
BATTLE OF THE BULGE		8.99	N/A
CARRIER COMMAND (128k)		9.99	11.99
CHASE H.Q. Z	NEW	7.50	10.99
BACK TO THE FUTURE 2		7.50	9.99
CRICKET CAPTAIN (D&H)		6.99	N/A
CRICKET MASTER		6.99	N/A
DRAGONS OF FLAME		7.50	N/A
ED THE DUCK	NEW	6.99	9.99
EMLYN HUGHES		6.99	9.99
ESCAPE-ROBOT MONSTERS		6.99	9.99
FOOTBALL DIRECTOR 2 (128k, +2 & +2A)		13.99	13.99
FOOTBALL MANAGER 2 + EXPANSION		6.99	N/A
FUN SCHOOL 3 (UNDER 5'S)		8.99	11.99
FUN SCHOOL 3 (5-7)		8.99	11.99
GAZZA 2		7.50	N/A
GOLDEN AXE	NEW	7.50	9.99
GRAND PRIX CIRCUIT	NEW	7.50	N/A
GREMLINS 2	NEW	6.99	N/A
GUNSHIP		6.99	9.99
IRON LORD	NEW	9.99	15.99
KICK OFF 2		6.99	N/A
LORD OF CHAOS		6.99	9.99
LOTUS ESPRIT TURBO CHALLENGE		7.50	9.99
MAN. UTD.		6.99	9.99
MIDNIGHT RESISTANCE		6.99	9.99
MONTY PYTHON	NEW	6.99	9.99
MULTI PLAYER SOCCER MANAGER		6.99	N/A
NARC	NEW	7.50	10.99
NEW ZEALAND STORY		6.99	9.99
NINJA REMIX	NEW	6.99	N/A
OPERATION THUNDERBOLT		6.99	9.99
PANG	NEW	7.50	10.99
PLOTTING		7.50	N/A
PRO TENNIS TOUR		6.99	9.99
PROJECT STEALTH FIGHTER		6.99	9.99
PUFFY'S SAGA	NEW	6.99	9.99
PUZZNIR	NEW	7.50	N/A
RAINBOW ISLANDS		6.99	9.99
RICK DANGEROUS 2	NEW	6.99	9.99
ROBOCOP 2	NEW	7.50	10.99
SCRABBLE, MONOPOLY & CLUEDO		13.99	N/A
SHADOW OF THE BEAST	NEW	8.99	11.99
SHADOW WARRIORS		6.99	9.99
SIM CITY		8.99	11.99
SKATE WARES	NEW	N/A	9.99
SNOW STRIKE	NEW	7.50	N/A
ST DRAGON	NEW	7.50	N/A
STAR WARS TRILOGY		8.99	13.99
STRIDER 2	NEW	7.50	N/A
SUBBUTEO	NEW	6.99	9.99
SUPER OFF ROAD RACER	NEW	7.50	9.99
TEENAGE MUTANT HERO TURTLES	NEW	8.99	11.99
TOLKIEN TRILOGY		8.99	N/A
TREBLE CHAMPIONS		6.99	N/A
TREVOR BROOKING WORLD CUP	NEW	6.99	9.99
TRIVIAL PURSUIT		9.99	N/A
TURRICAN		6.99	9.99
TWIN WORLD	NEW	6.99	9.99
U.N. SQUADRON	NEW	7.50	N/A
THE UNTOUCHABLES		6.99	9.99
WORLD CHAMPIONSHIP SOCCER		6.99	N/A

COMPILATIONS

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC LAND DIZZY
CASS 6.99

4 MOST SPORT
SOCCER BOSS, ENDZONE, RALLY DRIVER RUN FOR GOLD
CASS 2.99

TRIO COLLECTION
WORLD CLASS LEADERBOARD, INDIANA JONES & ROADBLASTERS
CASS 6.99

WHEELS OF FIRE
HARD DRIVIN', CHASE H.Q., POWERDRIFT & TURBO OUTRUN.
CASS 9.99 DISC 16.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUP EDITION & GAZZA'S SUPER SOCCER.
CASS 9.99 DISC 11.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 11.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 11.99 DISC 13.99

SYSTEM 3 COMPILATION
VENDETTA, TUSKER, I.K. + AND MYTH
CASS 11.99 DISC 13.99

SEGA MASTER MIX
SUPERWONDER BOY, DYNAMITE DUX, CRACKDOWN, TURBO OUTRUN & ENDURO RACER
CASS 11.99 DISC 13.99

T.N.T.
HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS & A.P.B.
CASS 9.99 DISC 16.99

EDITION ONE
DOUBLE DRAGON, XENON, SILK WORM & GEMINI WING.
CASS 8.99

HEROES
LICENCE TO KILL, RUNNING MAN, BARBARIAN 2 & STAR WARS.
CASS 9.99 DISC 13.99

TOP TEN COLLECTION
SABOTEUR 1 & 2, SIGMA 7, CRITICAL MASS, AIRWORLD, DEEP STRIKE, TURBO SPIRIT, THANATOS & BOMJACK 2.
CASS 5.50

FLIGHT ACE
AIR TRAFFIC CONTROL, ACE, SPITFIRE 40, STRIKE FORCE HARRIER, TOMAHAWK & ADVANCED TACTICAL FIGHTER.
CASS 8.99

HEWSON COLLECTION
ELIMINATOR, HYDROFOOL, CYBERNOID 2, LIGHTFORCE, URIDIUM & EXOLON.
CASS 3.99

WORLD CUP COMPILATION
KICK OFF, TRACKSUIT MANAGER & GARY LINEKER'S HOTSHOTS
CASS 8.99 DISC 11.99

THRILLTIME GOLD 1
PAPERBOY, GHOSTS AND GOBLINS, BOMBJACK, BATTY & TURBO ESPRIT.
CASS 6.99

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUNO.
CASS 6.99

THRILLTIME GOLD 3
COMMANDO, 1942, SPITFIRE, COMBAT LYNX, DEEP STRIKE.
CASS 6.99

THRILLTIME PLAT 1
BUGGY BOY, SPACE HARRIER, LIVE AND LET DIE, OVERLANDER, DRAGON'S LAIR, THUNDERCATS, BEYOND THE ICE PALACE, GREAT GURIANOS, HOPPING MAD & IKARI WARRIORS.
CASS 8.99

FRANK BRUNO'S BIG BOX
FRANK BRUNO'S BOXING, BATTY, COMMANDO, SABOTEUR, AIRWOLF, SCOOBY DOO, BATTLESHIPS, 1942, BOMBJACK & GHOSTS AND GOBLINS
CASS 5.50

THE BIZ
R-TYPE, OPERATION WOLF, DOUBLE DRAGON, BATMAN THE CAPED CRUSADER.
CASS 9.99

100% DYNAMITE
AFTERBURNER, LAST NINJA 2, WEC LE MANS, DOUBLE DRAGON.
CASS 9.99

SUPREME CHALLENGE SOCCER SPECTACULAR
PETER BEARDSLEY'S INT FOOTBALL, SOCCER SUPREMO, FOOTBALL MANAGER, WORLD CHAMPIONS AND PETER SHILTON'S HANDBALL MARADONA.
CASS 4.99

STORY SO FAR VOL 2
OVERLANDER, SPACE HARRIER, HOPPING MAD, BEYOND THE ICE PALACE & LIVE AND LET DIE.
CASS 6.99

STORY SO FAR VOL 4
GHOSTBUSTERS,. EIDOLON, ALIENS, WONDERBOY, BACK TO THE FUTURE & QUARTET.
CASS 6.99

SOCCER SQUAD
FOOTBALLER OF THE YEAR, GARY LINEKERS SUPERSTAR SOCCER, GARY LINEKERS SUPERSKILLS AND ROY OF THE ROVERS.
NEW PRICE CASS 4.99

BLANK 3" DISCS AMSOFT/MAXELL

1	2.75
5	12.99
10	22.99

SAM COUPE	CASS	DISC
FAMOUS FIVE ON TREASURE ISLAND	8.99	9.99
FOOTBALL DIRECTOR 2	13.99	13.99
FUTUREBALL/SAM STRIKES OUT	8.99	9.99
MINDGAMES 2	8.99	8.99
PIPEMANIA	8.99	8.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability.

Just fill in the coupon and send it to:
Software City, Unit 4, Business Development Centre, 21 Temple Street, Wolverhampton WV2 4AN

ORDER FORM (Block Capitals)

Name ....

Address ....

....

Postcode....................

Tel. No. ....

Name of Game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES — UK please add 50p for post & packaging on all orders under £5. EEC countries add d1 per item, non EEC countries £2 per item.
PAYING BY CHEQUE — Cheques payable to Software City.

Card type....................

Expiry date ....

0902 25304

Signature ....

Date ....

EUROPEAN ORDERS
MASTERCARD
EUROCARD ACCEPTED

(SU)

TELL IT TO GARTH

OLD TURTLES

Dear Garth, (how's it hanging?). As I was dusting the cobwebs off my SU's from yonks and yonks ago, I came across something of particular interest, and guess what it was! THEY ARE LEAN, THEY ARE GREEN, AND THEY'RE IN MY MAGAZINE(!). Have you guessed what they are yet? Yep, you're right, they are the Teenage Mutant Ninja Frogs (oops, I mean Turtles!). As far back as 1987. Isn't that unbelievable, so if you have got as many issues as us look back on page 64 in the issue mentioned above of Your Sinclair (oops, me and my naughty mouth), I mean Sinclair User. Are we right or are we not guys!
PS If you do not print this I will send my uncles Middle Aged Mutant Kung Fuey Hamsters round to do you in. They will also nick a few copies of T.M.H.T games for us. GOT IT?!! (Hint,Hint!).
From Paul Bedford (North Wingfield), & Jayme Smith (Lower Pilsky), Chesterfield, Derbyshire.

SPECTRUM POWER

Dear Garth, could you please, please, please tell me where I could get or send away for wrestling games as I have looked up every advertising company in SU, and none of them have wrestling games advertised. I'd be greatful if you could send me some addresses of where wrestling games for the Spectrum are available. This is very urgent.
Thanks a lot.
Neil Bristow, Clontarf, Dublin 3, Ireland

CONNECTIONS

Yo Garth! I've just been reading the (brill), Connect in the December issue. Pulled out the (fab), poster and sent away my entries for the (skill), Compo's. I notice a prannet called Christian Hall raving about Rainbow Islands (my fave game), and he has a high score of 543,180!! My wee brother who is poo at all games has scored 1,280,523, and my super def trendy hi score is 1,592,300. So take that Christian you poo head!!
PS Say hi to Greg Craig, Chris "Spac" Jones, Mike, Iain "C64" Garrick, Neil "Amiga" Dempsey, and Mr "Patel" Findlay. Send me an SU Crew Badge and a free game.

- *No! Better luck next time!*

A BUNCH OF GRIPES

Dear Garth, I've got 3 gripes about the best ever Spectrum mag (AUG 90'). The first one is, "SkateWars is great, so remember kids, keep violence on the pitch!". How dare you write this. Chris Jenkins is giving the magazine a bad name. The second is in SuperTrux. The weight of the units is about seven tons, not 30 tons, as Gary Redrup put it. That is all of my gripes. So what is the best ever Speccy mag going to do about it?:
Steven Sutton, Ashford, Kent TW24 8Q5.

- *'Keep violence on the pitch' is subtle metaphor relying upon the idiosyncratic inversion of socialised norms in order to create a literary dilemma. (It's a joke Steve honest!) As for SuperTrux, Mr Redrup isn't here any more - he was taken out at dawn and ceremoniously executed for making just that mistake. Okay?*

BIG WOBBLIES

Dear SU, I got this problem! Am I the last of the Speccy users with interface wobbles. After much deliberation this year I finally upgraded my 128k machine this year with a +D and drive. In doing so I've increased my back end overhang significantly, with the more recent addition of a multiface I only have to sneeze to cause a serious crash. I've tried all the usual tips (chewing gum and sticking plasters, etc), but none are long term. Does anyone manufacture an extension rack system or motherboard which is capable of supporting more than two interfaces simultaneously without the wobbles? Your assistance would be greatly appreciated.
Yours expectantly, Andrew Hislop, Hoo, Kent ME3 9DQ.

- *Actually, I don't know of anyone that does. Is there anytone out there that can help?*

ODE TO A PAPERBOY

Dear SU, I'm lying on my bed, my paperboy is dead, I killed him with my powerpak before. 'Cos when I heard him knock, I put on my sock (I could only find one), and ran hot foot to the door.
I said,"Where's my SU, have you got it with you?". When he said no I'm afraid I just saw red. So I hit him with my pack, and he fell flat on his back, and now he's outside our front door - dead!!
There's a moral to this tale, that makes me want to wail. Before he went he said,"It's not me you should kill!". "I haven't your SU, to give here to you, your Father hasn't paid the paper bill!".
Scott Daly, Swansea SA1 2B2.

- *Scott, you've juust got to get your dad to sort out his priorities. He's spoiling your life and will leave you with unhdealable psychological scars if this continues. Have a badge and a game for now as compensation.*

SIX OF THE BEST SCORES AGAIN!

Dear Garth, Six Of The Best 2 was amazing, cool and so on. The 2 demo's were the best, Pang was cool and very good fun. Here are my ratings for the demo.
Graphics 85% Sound 0% Playability 80% Lastability 95% Overall 92%
Turtles was amazing as well, the graphics were cool. The sketch is of Pang, but with me and a friend called James Cox.
PS Turtles is a bit easy. Here's a poem: SU is cool, SU beats the rest, SU does the best, SU has too much in the mag to say so go out and buy it today!
Brett Haskell, Wimborne, Dorset, England, Earth.

- *Hey! 92% eh? That's a classic isn't it? You can have a badge AND a copy of RICK DANGEROUS II. I've never had Six of the Best reviewed before and I'm glad it got such a high mark. What do the rest of you think?*



SHOWOFF'S CORNER

Dear Garth, I claim to be the first person to complete Teenage Mutant Hero Turtles on the Spectrum. To prove this amazing Turtle skill, this is what it says at the end. "Yeah. Thanks dudes. Congratulations you have defeated Shredder, I can now go back to my human form. Let's rejoice with a pizza!".

Brian Wilson, Levon, Fife, Scotland KY8 4AS.

- *What! How can a turtle that was ALWAYS a turtle go back to human form? I think that we'll have to have a chat with Dave Perry and Nick Bruty - Brrrr, brrr, ting! "Hello, is that Dave? What about this turtle end of game message then? What's that? You say that you had a script from Konami and Mirrorsoft that you had to adhere to. Sorry..? And everything you did had to be approved...I see. What do you think of that daft message then......Dave.. are you still there? Hello.....?*

THINKING SPECTRUM

Dear Garfy Babes, my Speccy has a mind of it's own(!), I think, coz' when I got Dizzy 2, when it loaded, it said,'Welcome to Treasure Island Dizzy!', no big thrill. But alas, my Speccy got bust soon after and when I finally got it back (some ten weeks later), I loaded it and it said,'Welcome Back!'. Now, either me Speccies got a mind of it's own, or me copy of Dizzy 2's got a sense of humour. Tell me what's goin' on, puweeze!?!

Dagmo Ellis, Summerhill, Wrexham, Clwyd LL11 4XD.

- *I think there's a ghost in your machine.. Have yuou tried sprikling holy water on it? That'll cure it - permanetly. But get a qualified vicar to do the sprinkling in a rubber cassock ...(Enough of this debauchery - Andrea.*



TOO MUCH (ADVERTISING) PRESSURE

Dear Garth, I think SU is so cool it's unbelievable, but the December edition of SU was a bit bad because of the advertisments. A computer magazine should be full of game reviews and not advertisments. So please, please, please could this Hyper Mega magazine do something about it.

PS This magazine is 600,000 times better then YS and all those other magazines. PSS This magazine is so cool, so please could you be more cooler then ever (if it's possible), and send me an SU T-shirt and badge or 1000.

Sean Robinson, Kirkby Stephen, Cumbria CA17 4BA.

- *It's time someone explained the facts of life to you Sean. Nobody else has bothered so here it is..*

THE FACTS OF LIFE (MAGAZINE PUBLISHING) VOL III

Advertising is how we raise enough money to be able to pay our staggering overheads, (Offices, heating, computer equipment etc.) Our biggest overhead is, however, printing. If we took less advertisements, then we'd have a smaller magazine 'cos someone's got to pay for the paper. And I can't afford it (not on my 25 per week + milk tokens). Hope this information helps you later on in life (if you make it past 12!!)

GOING DUTCH

Dear SU, I would like to start with a compliment. You are a fabulous magazine. A bit expensive here in Holland (it's almost three pounds over here!), but much better then all that other stuff (which is even more expensive!). Can I ask you something? Do you know a shop that still sells the normal 128K computer? And how can I buy an SU T-shirt? What is the cheapest system, but faster then a cassette recorder, on a Spectrum 48/128K? Is there a program to copy programs from tape to faster baud speed? Do you know that almost nothing in Holland is for sale for the Speccy??

Many thanks for the answers!

Now here are a few tips for the Hacking Squad!

The password for the second part of Saigon Combat Unit is "Starlight". Multiface pokes for RoboCop1: 25917,0 gives unlimited lives. 25424,0 gives infinite time. 34039,0 makes you go faster.

Arjen Groot Roessink, 6141 BT Limbricht, The Netherlands.

- *The 128K computer isn't made any more Arjen, so the only way you'll get one of those is second hand. The best magazine for this is called MicroMart. You can contact them on 021 707 9124 and they'll sort you out a copy. As for speed the old wafa drive wasn't bad but these days you're stuck. Also, there's no easy way to increase the baud rate that you machine will accept data. Your best best is to get a disk drive.*

F16 v Mig29 DOGFIGHT

Dear Garth, In issue 99 (May), when you reviewed F16 it's the same as Mig 29! Did Codies make F16 as well? Because if it's a follow on I don't mind, but if not 'it's' the same! I've listed some things that are the same: levels, plane and background. Also in that issue on the same page you didn't print the scores for Psycho Hopper.

PS your mag is really cool now you've got five games and a demo, it's just that you make mistakes!

PPS Please, please, please PLEASE! Could I have an SU badge please?

Katherine Cottage, Crediton, Devon EX17 4SQ.

- *Yes, have a badge and take a quick peek at page22 and tell us if F16 Combat Pilot looks anything like the Codies ' Mig 29 game.*

Castle Computers

2 William Clowes Street
Burslem
Stoke-on-Trent
ST6 3AP
Tel: 0782 575043

All orders under £5 require 75p towards P&P. Over £5 P&P is free. Any game not released will be sent on day of release.

COWABUNGA DUDES!

DUE TO POOR TRADING CONDITIONS THIS SUMMER WE ARE BEING FORCED TO CLEAR OUR LARGE STOCK OF SPECTRUM GAMES TO MAKE SPACE FOR XMAS RELEASES.

WE ARE SELLING THESE GAMES AS BLANKS, WITHOUT PACKAGING, TO SAVE ON OUR POSTAGE COSTS.

TO MOVE THE VAST BULK OF STOCK, THESE GAMES ARE SOLD IN PACKS OF 20 OR 50 INDIVIDUAL GAMES CASSETTES.

NOT TO BE MISSED!

ALL GAMES ARE DIFFERENT

20 CASS ONLY £9.99 + £1 p&p (That's only 50p each)

50 CASS ONLY £19.99 + £1 p&p (That's only 40p each)

PLEASE NOTE: THESE GAMES ARE SOLD AS BLANKS, SO NO RETURNS

SPECTRUM SPECIALS

MUTANT HERO TURTLES	9.99	FORMOST SPORT	2.99
GOLDEN AXE	8.50	FORMOST ACTION	2.99
ROBO COP 2	8.99	VENDETTA	3.99
NIGHT BREED	8.50	SCRAMBLED SPIRITS	3.99
OFF ROAD RACER	8.50	DRAGON SPIRIT	3.99
SIM CITY	9.99	MIKEY	2.99
RICK DANGEROUS II	7.50	PREDATOR	2.99
STRIDER II	8.50	FOX FIGHTS BACK	2.99
HOSTAGES	8.99	HEAD OVER HEELS	2.99
PANG	8.50	TARGET RENEGADE	2.99
MONTY PYTHON	7.50	RASTAN	2.99
SPY WHO LOVED ME	7.99	WEC LE MANS	2.99
CHASE HQ 2	8.99	VIRUS	2.99
KICK OFF 2	7.50	EXPLODING FIST +	2.99
TURRICAN	7.50	MATCH DAY II	2.99
N.A.R.K.	8.99	GHOSTS & GOBLINS	2.99
SNOW STRIKE	8.50	CRAZY CARS	2.99
SLY SPY	8.99	IKARI WARRIORS	2.99
TOTAL RECALL	8.99	LOTUS ESPRIT	8.50
GREMLINS II	7.99	COMBAT SCHOOL	2.99
ESWAT	8.50	C. YEGAS FLIGHT SIM	2.99
UN SQUADRON	8.50	SKATE OR DIE	2.99
X-OUT	7.50	GILBERT	2.99
NEW YORK WARRIORS	7.50	SAVAGE	2.99
Z-OUT	7.50	WC LEADERBOARD	2.99
LINE OF FIRE	8.50	PAC MANIA	3.99
R-TYPE	2.99	REX	2.99
KICK OFF	3.99	DYNAMIC DUO	2.99
OUT RUN	3.99	AUSTRALIAN F/BALL	2.99
RICK DANGEROUS	3.99	SHADOW OF BEAST	9.99
GHOSTBUSTERS II	3.99	DRUID 2	1.99
HOT ROD	3.99	BATMAN MOVIE	6.99
MYTH	3.99	SHADOW WARRIORS	6.99
SUPER WONDERBOY	3.99	MIDNIGHT RESISTANCE	7.99
CRACKDOWN	3.99	JUDGE DREDD	7.99
E-MOTION	3.99	WONDER BOY	2.99
PIPE MANIA	3.99	MAN UNITED	7.50
DYNASTY WARS	3.99	TIME MACHINE	6.99
FALLEN ANGEL	3.99	LORDS OF CHAOS	6.99
THE CYCLES	3.99	BARBARIAN 2	3.99

Title/Item	Price
Total Cost £	

Name..

Address..

....

....

....

Tel No..

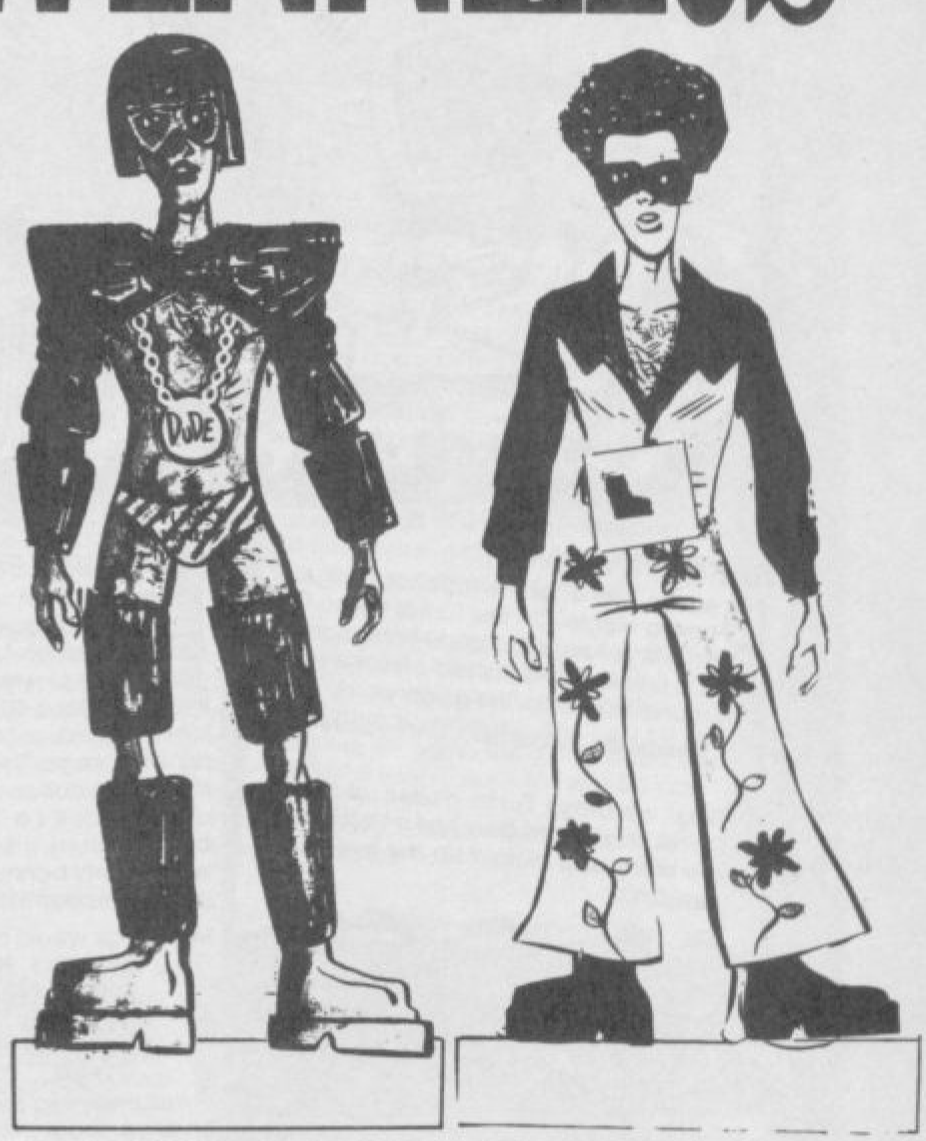
February Sinclair User

For all orders under £5 please add 75p P&P

Proprietors: S.A. and R.A. Beech

COMPO WINNERS

Have you won a glorious SU designer prize yet? If not, then why not take a butchers through this lot and see if you've won anything. All prizes will be despatched in the New Year.



TRENDY JIM COMP

We had a real groovey time dressing up Jim Douglas, (the ex-Ed) and here's a selection of the entries that we received all of which were brill and will be getting a budget game, but the winner, who, will be getting £40's worth of software is Paul Steven of Villpool Crescent, Dundee. Well done matey. You need to give me a buzz and let me know what you want.

Runners Up

Five runners up will each recieve an SU designer T Shirt. The five slaves to fashion are:

- *Mark Trevor, Twentylands Dr, Leicester; Cheryl Edwards of Dwall Rd, Hereford; Kevin Tickle, Lisburn Lan, Liverpool; Craig White, Meadow Rd, Solihull and Mr T. Gallagher, of Marlbrook Drive, Bolton.*

VIRGIN'S GREAT DWARF COMPETITION

Have you ever had a pal that would follow you through wind and weather? No, neither has Nicole Bake-a-loaf at Virgin, so she decided to give away five Dwarves in her Golden Axe comp. Five, lucky (or not as the case may be) winners will be getting their come-up-pence when she gets sends them each an 18" Dwarf and a copy of Golden Axe. Who are these people who are to be touchd by greatness?

- *Alan Simpson, Kings Park, Glasgow; Matthew Fagg of Oak Av, Middlesex; Christopher Ward of Nicholas Rd in Southampton; Michael Jones of good of Quinton in Birmingham (I used to live in Harborne, just up the road from you!) and finally Stuart Welsh of Airthrey Ave in Glasgow.*

You'll all be getting your stumpy little pal who's fun to be with - (no, not Nicole). I hope you've all got very large letterboxes.

For the 5 runners up there's a copy of Golden Axe. Those lucky little sods are:

- *Andrew Dolan, Coleport Close, Cheadle; T Wells, St Helens Rd, DN20 8DQ; Craig Dury, Sherwood Av, Kent, ME5 9PP; David Edwards, Wyedean Rise, Belmont, HR2 7XZ; and Keith Robertson, Garvock Ave, Montrose, DD10 9EU. Your prizes will be sent out to you with all due (and undue) haste.*





TURTLEY WRONG

Dear SU. First of all the tape was brill. But now a niggle. On the Turtles demo Donatello has yellow band and Michealangelo has a purple band. It should be the other way round!! Keep up the good work!

Ace, Newbold Chesterfield, Derbyshire

• ***What are those Turtle dudes up to then? Maybe old Don had one pizza too many and picked up the wrong bandana.***

NAKED NONSENSE

Yo! SU, you cool an' dudey mag. Recently I've been down in the dumps. Not long ago I played a game on my friends computer called 'Bubble & Bobble'.

I was so over-whelmed by it that I took all my clothes off and ran down the street singing 'I Should be so Lucky'. Anyway, I would like to know where I can purchase it. It is about a dragon that blows bubbles. My friend tells me that it is an old game but nevertheless a totally trendy one. Also for anyone reading I would recommend for them to buy 'The Untouchables' and SU were right to have given it 95%. Last of all, have you any cheats for Short Circuit?

P.S. SU is so ultra stesh that it makes the other mags look fit for loo-paper.

David Joyce, Glenalmond Rd, Sheffield S11 7GX

• ***Bubble Bobble, is released on the Firebird label and you can get a copy through Microprose. Their address is, Unit 1, Hampton Rd Industrial Estate, Tetbury, Glos. Ask for the loverly Julia and tell her that Garth sent you. Oh, and try to stop singing "I Should be so Lucky" in the nude. People might get the wrong idea. Anyway, you're completely mad - several cards short of a full deck so please accept a Sega Mastermix compilation as letter of the month.***

HERO TURTLES

Dear SU, I am writing to congratulate you on your review of Teenage Mutant Hero Turtles. I recently bought the game after playing the demo on Six Of The Best (well done SU for that), and thought it looked good, so I bought the game and think it's mega. The graphics are fantastic, there is no colour clash or anything. In other words it's a 'Turtley' good game (excuse the pun). It's priced at 10.99 and well worth every penny. I only have one complaint. You don't last very long.

My ratings would be:

Graphics 95%
Sound 90%
Playability 90%
Lastability 88%
Overall 98%

It well deserved the SU classic you gave it. So anyone out there who hasn't got it, get it now, it's brill. Well done again Garth for a brill review.

P.S. SU is brill (wouldn't touch Y* or C***H if you paid me) P.P.S I totally agree with Ben Hollis's letter about Hard Drivin'.

Chris Parker, Grimsby, Sth Humberside.

• ***Turtles is a bit hard to start with but it's rather progressive. Glad you liked the review.***

HELP FOR TAGGART

Dear SU, I am writing to reply to Robert Taggart as I have got a game called Racing Manager by Virgin Games. It's in a pink and blue budget box with a man with a moustache on the front. If it is the right game Mr. Taggart send a SAE and £2 to me

P.S. I've been reading SU since the start of the mega-tapes and now Six of the Best makes SU the ultimate mag.

P.P.S. It leaves C***H and YS on the canvas. It's a knock out.

Matthew Norris, Huddersfield W.Yorkshire

SAUASAGE AND BEANS

Dear Su, Your Mag is so Ultra Cool it's better then beans on toast being tipped down your Y-Fronts. It's mega, mega, mega cool. I am writing to tell you how absolutely rubbish Teenage Mutant Hero Turtles is. I think that it deserves these scores:

Grahpics 50%
Sound 50%
Playability 80%
Lastability 90%
Overall 50%

When you jump on it, it's so ridiculous you go up and spin round and you turn into a circle then if you press left or right you go that way, it is stupid.

PS Your magazine is Hyper Cool, Super Cool, Absolutely Cool, it's mile's better then YS and all that rubbish!!

Sean Robinson, Brough, Kirkby Stephen, Cumbria CA17 4BA.

• ***So you're not a Turtles fan.. Ah well, have a badge to pin on for being an SU fan.***

TURTLES RAID A BANK

Dear SU, after playing your excellent demo, and reading Garth's review, I decided to raid my bank account and buy Teenage Mutant Ninja Turtles. I was stunned with the brilliant graphics, and was addicted from the word go, but as always, there was a snag. Garth forgot to mention in his review that the game is ridiculously easy to complete. I claim to be the first person to complete it in the UK as I bought the game on the 23/11/90 at 5.15pm and completed it at 9.32pm the same day.

PS has anyone got any solutions to Time Machine as I am near suicidal.

Yours sincerely, Geoff Bannister, Hatfield, Herts AL0 0RD.

• ***Aren't you the smartyboots then? Why don't you send us a map and then we can share your incredible aability with everyone else.***

THE Write Stuff.

So you think that Garth doesn't know his Arkanoid from his elbow? Is Jason as good at beat 'em ups as his black belt in Thai kick boxing proclaims? Is Mr Chris 'Hateful' Jenkins really an ace reviwer or is he really a form of highly developed vegetable from the planet Scibbly? Here's your chance to tell us what YOU think about the game marks. Every month, the best letter will be awarded £50 of software picked out of the boot of the Cav. Want to write now? Send your stuff to: The Write Stuff, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

LET ME OUT

Dear SU, I think your mag is utterly fab & brilliant. I am writing to ask how the heck do you get out of the first part of the totally fab TEENAGE MUTANT HERO TURTLES demo, or is that all we get?

P.S. Why does Your Sinclair do whatever you do?

P.P.S I think Chris is fair with his marks.

THAT PERSON WHO LIVES IN,
Stockten-on-tees Cleaviand

- ***I'm afraid that a demo is a demo and there's little that you can do now except to buy the WHOLE game. Cowabunga dude! As for YS doing everything that we do - all I can do is to thank Matt, what with imitation being the sincerest form of flattery...***

TURRICAN SCAM

Dear SU,I think SU is the best mag going (grovel,grovel). I think that your reviews are dead on. However there is one review I disagree with. In the SU August edition, Chris Jenkins reviewed TURRICAN. I read this review and thought that the game sounded rubbish. The next day I asked someone in my school what Turrican was like, he said it was excellent, the following week I bought it. It is absolutely excellent, utterly brilliant, what was Chris Jenkins thinking of, only giving it 79% Here's my review:

Graphics 81%
Sound 79%
Lastability 95%
Playability 97%
Overall 96%

Apart from this your mag is totally and utterly brilliant. I hope Chris Jenkins see's the error of his ways.

PS Print this letter.

PPS Your mag is excellent.

James Kelly, Jessop Drive, Marple, Stockport, Cheshire.

- ***I have to admit that I (Garth) liked Turrican, but Chris' review was fair for all the reasons that he stated. What you must remember is that each reviewer has their own preferences for games, so you must treat each reviewer seperately; if you think Chris is spot on then go with what he says, if not, then follow my reviews (Garth) or if Jason's view of games is what you agree with then go with him. If anyone has a completely different view then we'll print their marks seperately to those of the actual reviewer. Can we be fairer than that? I think not.***

FAILURES CORNER

Dear Garthy, (Don't call me Garthy!! - Ed) what is happening to the adventure pages of SU? I remember when it used to be 3 pages instead of a miserly 2! Anyway, back to my failure. It was Times of Love (on disk!). I had it quite a while (er, the game).

Well anyway, I was doing incredibly well and had been playing for a whole day and I decided to call it quits and save it for the day, and so I did, right over the game! Arrrgghh! I had forgotten to turn the disk over and the write protection thingey must have gone a bit bonkers. Ah well, thats life I suppose.

PS Booh Hooh! Waaahhh! Sob Sob...!(Sniffle).

James Owen, Ackworth, Nr Pontefract, W.Yorks WF7 7PW.

- ***What a dismal failure you are! Never in the course of human conflict, have so many braincells, been used so badly, by someone. In fact, are you sure your not James Owens our Brummie git ad manager? You sound daft enough to be.***

SOB - IT'S WICKED

Dear SU, I always read your mag and I think it's mega, mega, mega, mega brill, & I think that your Six of the Best games are definitely Six of the Best. I have enjoyed all of your Six of the Best tapes, but I am having a lot of trouble with the Turtles playable demo. I can only go down the man-hole and kill all the people down there. Could you please tell me if that's what you're meant to be able to do, or is there more? And don't forget that I think your mag is mega-brill!!!

P.S. Do you have any catalogues about printers cos' I want to buy one. Thanks a lot!!!

Yours faithfully, Shaun Roberts
Okehampton, Devon

- ***If you want a printer, why not get the jolly STAR LC10? It's good, (but not THAT good) and fairly reasonably priced. As to the Turtle demo - it's a Turtle DEMO so don't be too suprised if you can't get that far.***

TURTLES OVER EASY..

Dear SU, After seeing your review and playing the demo of Teenage Mutant Hero Turtle, I bought the game a few days after it came out. I totally agree with your review of the Turtles. The graphics are brill. But the game is a bit easy. I completed it after 5 days. The message at the end is O.K, but no brilliant. But the game is fab and for all the folk out there who havn't bought the game, get it, it's totally brilliant! SU is the best mag ever and always will be!!!

P.S. Your Six of the Best tapes are fab and (hopefully) always will be.

P.P.S. Say 'hi' to my friends Maccy and Ritchie (who both have speccies). They keep on asking me for tips to the turtles because I completed it (and I claim to be the first to complete it!)

Yours sincerely, Graham Cowie Ardrossan Ayshire Scotland

- ***So you're the first eh? Have a "Well done!" SU Crew badge.***

TURTLE-Y CONNED?

Dear Sinclair User, What the hell is going on, this so called 'Classic' of a game Teenage Mutant Hero Turtles by Image Works Software is a big CON. It's nothing like the arcade version. The Spectrum versions have no relavence to the arcade games or cartoons what so ever. Another game under this same circumstance is Robocop, which was more about the film then the brilliant arcade version. Please would you set the facts straight!!!

Yours sincerely,

Matthew (Angry) Barnham, Taverham, Norwhich, Norfolk.

- ***Nowhere in our review did we say that the game was a conversion of the coin-op. In the same circumstance, we didn't mention the coin-op for the review of Robocop. In fact, the only person that has mentioned the coin-op is YOU. No-one anywhere has mentioned the coin ops at all! So, why don't YOU get YOUR facts straight before you start whingeing on...***


YA DUDE! CHECK OUT THE 100% CHILLIN' S.U CREW IN THIS HERE →
DANGER CITY SAGA
GARTH
CHRIS
ANDREA
the 21st CENTURY and DANGER CITY IS BEING TERRORISED BY A DERANGED CYBORG KNOWN AS ...
ROBOMOP!
SCENE – 21ST CAFE
HOW DID WE GET HERE?
YOU'RE NEW TO THIS AREN'T YOU?
DON'T WORRY HE'LL GET THE HANG OF IT
MUST CLEAN UP THE CITY – WIPE OUT CRIME – DO THE SHAKE AND VAC!
PSSST
CAFE
SMASH!
HE'S A CYBORG... USED TO BE A CLEANING UNIT – TILL HIS WIRES GOT CROSSED... HE'S CRAZY!
WHO THE *!!@* IS THAT?
...WHAT THE *!!@* IS THAT?
YEAH? LET'S GET OUTTA HERE!
SOME TIME LATER, IN THE S.U CREW'S FAVOURITE CAFE – OR WHAT'S LEFT OF IT
AND HE WENT COMPLETELY OUT OF CONTROL
HONK!
BLUB! BLUB!
MAYOR
TELL ME ABOUT IT!
I THINK I'VE GOT A PLAN – WHERE'S THE PIER?
WOW – A SHRINK!
DR ANDREA WALKER – PSYCHIATRIST – ON THE PIER →
SO WHAT SEEMS TO BE THE TROUBLE?
WELL, MY DEVELOPMENT WAS A BIT OF A WASHOUT, SOMETIMES I LOSE MY RAG!
SOAP BOX!
SAW!
WHEN HE FALLS INTO THE WATER THE SHARKS WILL GET HIM!
THIS PLAN SOUNDS A BIT WET TO ME!
THAT'S POLISHED HIM OFF!
WHOOSH!
THE MAYOR IS SOMEWHAT PLEASED –
S.U CREW YOU'RE WONDERFUL!
MAYOR
AND ROBOMOP'S DRIED UP!
MEANWHILE – UNDERWATER SOMEWHERE...
I'M GONNA WIPE THE FLOOR WITH THE S.U CREW!
THE END?

Greetings, mortals. No time to stop and talk this month, I must get straight into action, and I wil do so with further information about a magazine that was given brief mention two months ago, a little something known as From beyond.

Actually it's not all that little, the issue I have by my side at the moment contains 48 pages, at a cost of just 1.50. The magazine is bi-monthly, and is totally devoted to Spectrum and the field of adventure games. Generous man that he is, editor Tim Kemp even gave away a car window sticker with the current issue! Not that I have a car, but I suppose it's a start.

The magazine, as the editor tells us, is laid-out using a Desk Top Publishing program, and this goes a long way to giving it a very polished and professional look. Interestingly, one part of the magazine consists of a breakdown of the cost of producin it, from which we can see that Tim not going to achieve immense wea by publishing it. But, money is not the thing it seems, the magazine exists because of Tim's love of adventures. Good man!

This DTP aspect applies especially to the maps that the magazine contains. What detail! It's as if the Ordnance Survey had taken to mapping adventure games, because they look superb. I shall never draw a map again, or if I do I shall never show i to Tim Kemp, because the comparison would be shameful. They really are beautifully done.

Apart from maps, there are hints on writing adventures, no less than 5 very thorough reviews, competition special offers on certain items of sot ware, an adventure helpline, various bits and pieces (including everythin you ever wanted to know about rings, be they forged by elven smith or humans), and the obligatory letters' section.

All good stuff, well put together, an the person and place to write to is Tim Kemp, who lives at 36 Globe Place, Norwich, Norfolk NR2 2SQ.

Staying in that part of the country, you may like to know about a company called Compass Software, who suggest you try them for a "new direction". However, they are still content to write adventures for the humble 48K Speccie, or the 128K beast in 48K mode.

There are nine adventures available at present, each of which costs 1.99, including post and packing if you're ordering from the U.K., but add 1.00 if you're outside our green and pleasant land. That price of 1.99 is reduced if you buy more than one game, though, because the first one will cost you the full price, and then you can knock 50p off the price of any of the other.

What might well be the jewel in their crown, though, is yet to be released. A game called The Blood Of Bogmole apparently allows "colour digitized graphics to appear instantly in the adventure". This, as they say, is something that I have got to see!

If you want further information on any of their games, then send them stamped address envelope and they'll oblige. Write to Compass Software at 111 Mill Road, Cobholm Island, Gt. Yarmouth, Norfolk NR31 OBB.

To use a time-honoured phrase, what next? Another mention for Norfolk? No, I don't think so, we've moved to Rochdale. I make no apologies for mentioning Zenobi Software agian, because they keep sending me stuff to look at, and I can only mention what I see! They appear to have released something in the region of 75 million new games, each of which is described at length on a different coloured sheet of paper. The Zenobi photocopier must have been having an interesting time of late, coping with this multi-coloured extravaganza. At least it all looks very bright and cheerful.

What's this? One Of Our Wombats Is Missing? The famous game is with me at last? Let's have a look.

Your life, it seems, has changed. Far from being stuck in a boring, dead-end job somewhere, you are now gainfully employed as a trainee zoo-keeper. At the end of the day the head-keeper has told you that he is going home, and that before you can do the same you must take a little trip round the zoo and make sure that nothing has escaped.

But horror of horrors, the wombat cage is deserted! It is up to you to find the elusive creature, and what a search you will have. A zoo is a rich area fot the inventive adventure writer, and in the hands of a writer like Mike Gerrard (yes, it is he) this soon becomes an enjoyable and amusing game. There are all sorts of strange characters lurking in the game, like the little cockroach who keeps popping up, or the Spectacled



Dragon Slayer

(form where we left off at the start of part 2): e, e, e, s, get sword, n, w, d, d, e, kill troll, w, u, u, w, w, s, s, d, get bottle, drink wine, u, n, n, e, e, n, fill bottle, e, water plant, get kram, w, s, w, d, d, e, e, u, get flag, d, w, w, u, u, w, w, n, drop flag, s, s, s, s, se, u, e, s, give sword, n, w, d, w, u, get pot, drop pot, get keys, d, s, unlock door, open door, drop keys, n, n, n, n, n, w, n, get key, s, e, s, s, s, s, s, s, s, w, give ladle, w, unlock chest, drop key, open chest, get torch, e, e, n, n, n, u, get pot, d, n, n, n, n, n, drop pot, s, w, s, u, exam hole, get spell, d, n, e, n, drop torch, s, s, d, s, get bucket, n, u, n, n, n, drop bucket, type "magic", open casket, get elements, put elements in casket...end of part 2, and part 3 will be next month!

Claymorgue Castle

(from where we left off): get unravel spell, e, n, e, cast unravel, w, get bricks, w, pull lever, drop wood, go drawbridge, drop bricks, e, e, e, go chandelier, cast wicked queen spell, go ballroom, w, n, go drain, take breath, swim down, swim down, swim down, swim down, look bottom, cast bliss, go drawbridge, e, e, e, go chandelier, cast light squared spell, get star, go loft, get potion, throw crate, jump, w, s, wring towel, push east, go door, d, go lava, s, get star, get dizzy dean spell, n, n, u, u, w, drop star, drop star, drop star, push east, get dust, w, drink potion, push down, throw dust, look dragon, go hole, get star, get firefly spell, w, get star, u, drop star, drop star, drop star, n, e...to be continued!

Buckaroo Banzai

(from the beginning): move table (see floor safe), w, e, e, enter house, take toolbox, exam toolbox (Sam's service station), s, w, w, enter station, drop box, enter booth, exam trash, take battery, exam battery (no water), n, e, n, n, w, enter car, exam dashboard (fuel gauge reads empty), exam compartment (you find a formula and a jar of glowing fluid), read formula (fuel is made from gasoline, sand quartz and catalyst), get out, drop formula, n, take sand, enter shack, take radio, exam radio (no battery or antenna), e, n, fill battery, e, s, w, drop battery, e, s, s, w, enter shed, drop radio, connect antenna, n, e, enter yoyodyne, drop sand, drop jar, w, n, enter store, take pick, take pump, exam pump (hose is 6 feet long), take cables, e, s, s, ...to be continued next month!

Castle of Terror

(from the start of part two): w, examine bookcase, depress skull, take book, w, strike flint, put book on shelf, drop flint, drop lantern, take treasure, e, e, e, examine table (don't eat the food!), d, e, examine pit (you could escape from here alone, by throwing the rope across, but you've yet to save the girl from the evil Dracula!), w, n, throw rope (this entangles the knights), n, take club, swing club (to clear the web), n, read note, drop club, examine wall, examine brick, push brick (giving access to Dracula's Tower), take dagger, s, s, w, w (Dracula will not harm you because he fears the sunlight your golden cross is radiating), untie girl (cut the ropes with the dagger)...nearly there!

Gremlins

(from where we left off): Look counter, and you find some jointing tape, get tape, get drill, insert drill (into the mains outlet), drill plate (now make sure you're carrying the camera, and hang about for the Gremlins to appear. When they do...), push button (all the Gremlins run into the vent), light up your torch again and weld plate, which traps all the Gremlins in the vent system, drop your welding gear (bottle, pipe, and torch), make sure the gas is off with CLOSE VALVE, cut pipe (you need the hacksaw). Now you need to connect the pipe you cut in the tavern with the cut pipe of the welding equipment, so carrying the jointing tape you simply JOIN PIPE, and you should now be able to see a gas bottle with a pipe reduced to half-inch, and seeing as the hole you drilled in the metal plate is also half-inch...nearly there!

Dodgy Geezers - part one

(from where we left off): go south, west, north to Dockside Lane, east to the builders' yard where Bullet-proof George is working with a pickaxe. There is a locked hut. HANG ABOUT until George has a tea break (after four times, it is Friday afternoon, so HANG ABOUT again, and it'll be tea time). Take pickaxe. Go west to the Deserted Road, drop the pickaxe, and a bullion truck will go southwest. Drop money (to avoid being robbed or arrested for carrying the pickaxe), go southwest to Electricity Street, west to the saloon bar at the Frog and Peach, west to the snug bar, take matches, examine box to see "The Swordfish Club"...to be continued!

Bears, or a toucan or two, or...

As the press release informs us, "buy it and try it!" It's a good, entertaining romp, and it'll cost you just 2.49 from Zenobi Software (with a freebie on the other side of the tape, an issue of The Goblin Gazette), who live at 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. That's it for this month, their other 74,999,999 new releases will have to wait for another issue of Sinclair User. Bye!

READERS' LETTERS

Another selection of readers' queries for you and this month we'll begin with Ruth Whyte, from Preston in Lancs, who writes;

I've been playing Aural Quest and there seem to be one or two strange answers to some of the puzzles - so much so that I'm about to give up. But, if I do, I know that I'll lose sleep over it.

Anyway, I managed to work out a few things for myself, but can you please tell me how to get out of the hospital? I'm stuck there, and can't find a way out.

* *Well, Ruth (whose husband, when she's playing an adventure, is no doubt Ruth-less), as you say, there are a few strange answers to some of the problems that you encounter, and this is one of them. I mean, why should wearing a watch get you through a closed door? But, the hospital is the problem, so to get out, you should...call for a doctor? No, odd though it may seem, you need to RING ACCOUNTANT (probably escaped from an Aussie soap of every-day hospital life, known as The Young Accountants).*

Denis Simm, an adventure player and heavy metal fan, writes from Seaton, Devon: I've been given a copy of Knight Orc (legally, I hope!), and am wondering - what's the point of Denzyl? He's always hanging about, but never does very much. Is he any relation to Denzyl from "Only Fools and Horses"?

* *Dear Denzyl-doting-Denis; no, as far as I'm aware, there is absolutely no connection between Knight Orc and Only Fools and Horses - except, possibly, that in Knight Orc, Denzyl is the one who you should be getting to do all the dirty jobs for you. I'm saying no more, but I expect you can figure things out from now on.*

**Kevin Burford, who resides in Aberdeen, has the following query:
In the adventure Crystal of Chantle, the piano in the windowless room is obviously put there for a purpose, but what? I've tried playing the thing, but nothing seems to happen. Help!**

* *Well, Kevin, if you were a fan of The Grateful Dead, you might have come up with PLAY DEAD, which is what you need to do to make the room revolve and cause strange things to happen (come to think of it, that's a bit like going to a Grateful Dead concert!). When you come back later on (IF you come back), you have to do this in reverse to get things back to normal - or, to put it another way, you'll have to PLAY DAED.*

Last one up this month is Mick Stewart, a Geordie lad from Newcastle (well, at least his name isn't Gazza). Nick writes:.. I keep coming back to, but getting stuck in Guild of Thieves. I know the cauldron in the secret laboratory must be there for some reason, but I can NOT get anything to work. What do you do?

* *Tricky blighters, cauldrons. I've played this game with the solution, otherwise I'd have never solved it. Put into the cauldron the heart, the snakeskin, berries and the eye (which I gather you've got from your letter), add the wooden cube, open the sachet, and voila! You now have an anticube! Proceed with caution...*

Red Moon

(from where we left off, midway through mission five): w, n, n, w, sw, n, n, e, nw, n, take scroll, open door, n, w, n, open door, n, e, open door, d, e, s, s, e, s, s, open door, s, open door, d, se, drop acorn, read scroll (a spell for chasms - as you read the scroll, the acorn expands to form a bridge across the chasm - like they do!), s, e, s, s, e, drop chalk (which neutralises the pool of acid), n, nw, take silver bars, n, take fan, cast escape (you are transported to the grassy mound), s, drop silver bars, drop ring, drop scroll, drop fan, drop pills, score (should be 500/1000, you are still a real adventurer, and mission six comes next time!)

Erik the Viking

(from where we left off after saving the game - very important, that! - from the sheltered beach, now going back to Jorvik Wharf): s, e, e, n, n, n, n, w, w (on the deck at Jorvik Wharf - you should meet the dolphin en route, but if not restore the saved game (the sheltered beach), and keep trying, until after three or four goes, you see the dolphin. When you eventually do see it, get flask, out (into the sea), fill flask, in (back on deck of ship). After filling your flask with the dolphin's breath (no comment!), go back to the sheltered beach, inv (should have flask of breath and amulet), drop flask, get whetstone, get candle, light candle, drop whetstone, get helmet, wear helmet, get hammer, get clippers, out, u, u, hit slab (it opens), in, d, d, d, d, e, e (see seven snoring dwarves), exam dwarves (woman with beard), get beard, get beard, rub amulet (back to deck of ship), drop everything, inv, drop helmet, s, w, w, n, n, n, nw, n, n, n, n, n, w, n, w (on the deck at the sandy shore)...nearly there!



Hampstead

(from where we left off): On the industrial estate, you can find bracket, and leave by going sw. On Hampstead Heath (full of designer litter in real life), you can sit and take credit card. At the Oxfam Shop, you can replace your tracksuit with tweeds, drop clips beside bike and continue on foot. At the newsagent you should examine the shop and take the magazine. At the station you should buy ticket, take pass, and go to Waterloo - see you there next time!

Getting You Started

Danger Mouse in the Black Forest Chateau - part two

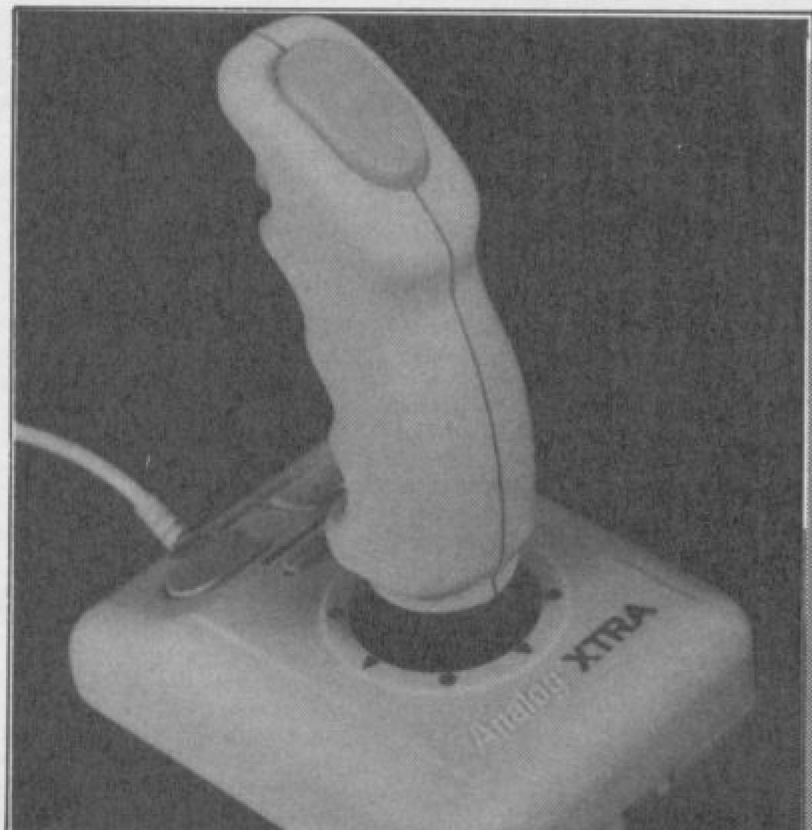
(from where we left off): n, n, n, n, go passage, w, s, e, e, e, open coffin, take cape, tug rope, go doorway, climb stairs, enter library, climb window, look down, go mousehole, go dungeon, go passage, w, w, s, s, w, go passage, climb steps, explore, climb skeleton, climb skeleton (again!), jump, examine pictures, release catch, climb ledge, look down, go mousehole, go dungeon, go passage, w, w, s, s, w, go passage, climb steps, explore, glue, glue, glue (three times!), return, e, n, e, n, go passage, w, w, s, e, e, e, take mirror, tug rope, go doorway, climb steps - nearly there!



YE OLDE GOLDEN JOYSTICK AWARDS 1990

Yes, it's that time of year again, when we all take a look at what little beauties, the software industry has unleashed on us during 1990. And it's really up to you, dear readers - all you have to do is to rack your brains and come up with the games that you think should by awarded the covetted Golden Joystick in each of the following catagories.

There's also going to be a draw of all the voting forms that we get with the first name out of the hat receiving an SU goodie bag containing over £100's worth of software, an exclusive SU label T Shirt , and a copy of every game that SU awarded classic status to in 1990. So - what are you waiting for? Get those voting forms filled in and sent to: SU Golden Joystick Awards, 14 Holkheim Rd, Orton, Peterboro, PE62 0UF.



1 Best Spectrum Graphics

____

2 Best Spectrum Sound

____

3 Best Spectrum Simulator

____

4 Best Spectrum Coin-Op Conversion

____

5 Spectrum Game of the Year

____

6 Spectrum Software House of the Year

____

7 Spectrum Hardware Manufactururer

____

8 Best Advertisment of the Year.

____

WIN! WIN!! WIN!!!

MAKE IT A HAPPY NEW YEAR WITH PLAY TO WIN
<u>FOUR MORE</u> GREAT PRIZES IN OUR
JANUARY COMPETITIONS

1. AS PROMISED, ANOTHER CHANCE TO WIN A FAB **16-BIT MEGADRIVE**.............................. RING **0836-405106**
2. EVEN MORE SOFTWARE!! **£250** WORTH OF SOFTWARE OF **YOUR** CHOICE .... RING **0836-405107**
3. WOW! PICK YOUR OWN PRIZE – **ANYTHING** YOU WANT UP TO A VALUE OF £150 .... RING **0836-405108**
4. ITS HAND HELD TIME AGAIN – WIN AN **ATARI LYNX**.. RING **0836-405109**

IF YOU DON'T ENTER YOU CAN'T WIN!

January competition 1st to 15th February 24 hrs.
February competition starts 1st Febuary with four more great prizes.

Calls charged at 33p per minute cheap rate. 44p per minute all other times. Ask permission prior to phoning.

PLAY TO WIN, 159 Strathmore Avenue, Luton LU1 3QR
Tel : 0582 413943. We also sell everything.

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston
Nottingham NG9 1ES

WORLDWIDE ·SOFTWARE·

WORLDWIDE SOFTWARE
106A Chilwell Road, Beeston
Nottingham NG9 1ES

Spectrum Software

	Cass	Disk
4 X 4 Off Road Racing	2.99	
Ace 1 + Ace 2	2.99	
Adidas Champ Football	9.50	
Amazing Spiderman	7.99	
American Football	2.99	
Apprentice	7.25	11.20
Arkanoid	2.99	
Atom Ant	2.99	
Back to the Future 2	7.99	11.20
Badlands	7.99	11.20
Batman Caped Crusader	3.99	
Batman the Movie	7.25	11.20
Battle of the Bulge	9.50	
Betrayal	11.20	14.95
California Games	3.99	
Carrier Command	11.20	13.50
Celica GT4 Rally	7.99	11.99
Challengers Compilation	17.95	
Champ Basketball	2.99	
Chase HQ 2	7.99	11.99
Chuck Yeager's Flt Trnr	7.25	
Classic Arcadia 2	7.99	
Cricket Captain	7.99	
D. Thomson Olymp Challenge	7.99	
Days of Thunder	7.99	11.99
Dick Tracy	7.99	
Dizzy 2 Treasure Island	2.99	
Dizzy 3 Fantasy World	2.99	
Dizzy 4	3.99	
Donalds Alphabet Chase	7.99	
Dragon Breed	7.99	
Dragons of Flame	9.50	
Edition One	9.50	13.50
Emlyn Hughes Soccer	7.25	11.20
Empire Strikes Back	3.99	
ESWAT	7.99	11.99
Evening Star/Southern Belle	9.50	
F16 Combat Pilot	11.99	14.95
Fire Lord	2.99	
Flimbo Quest	7.25	11.20
Football Director II 128K (Not + 2A)	14.95	14.95
Frank Bruno Boxing	2.99	
Fun School 3 (5 to 7 yrs)	9.50	13.50
Fun School 3 (under 5 yrs)	9.50	13.50
Fun School2 (over 8 yrs)	7.25	11.20
Fun School 2 (6 to 8 yrs)	7.25	11.20
Fun School 2 (under 6 yrs)	7.25	11.20
Fun with Numbers	7.99	
Fun with Words	7.99	

Spectrum Software

	Cass	Disk
Gazzas Soccer 2	7.99	11.99
GB Air Rally	2.99	
Ghosts n Goblins	2.99	
Golden Axe	7.99	11.99
Goofys Railway Express	7.99	
Grand Prix Circuit	7.99	12.99
Gremlin 10 Pack	9.50	13.50
Gryzor	3.99	
Gunboat	7.99	12.99
Gunship	7.25	11.20
Head Over Heals	2.99	
Heroes Compilation	11.20	14.95
Hollywood Collection	14.95	
Hooray for Henrietta	7.25	11.20
Hostages	7.25	11.20
Hyper Sports	2.99	
Impossamole	7.25	
Impossible Mission 2	2.99	
International 3D Tennis	7.25	
Italy 1990Winners Edition	7.99	
Judge Dredd	7.25	11.20
Kick Off 2 (128k)	7.25	11.20
Klax	7.25	11.20
Line of Fire	7.99	11.99
Lords of Chaos	7.25	11.20
Lotus Esprit Turbo Chall	7.99	11.99
Manchester United	7.25	11.20
Masterfile Plus 3		22.95
Matchday 2	2.99	
Mickeys Crossword Maker	7.99	
Mickeys Runaway Zoo	7.99	
Microprose Soccer	7.25	11.20
Midnight Resistance	7.25	11.20
Mikie	2.99	
Mini Office	2.99	
Monty Pythons Flying Circus	7.25	11.20
Motorcycle 500	2.99	
NARC	7.99	11.99
Nemesis	2.99	

Spectrum Software

	Cass	Disk
New York Warriors	7.99	11.20
Night Breed	7.99	11.20
Nightshift	7.99	11.99
Ninja Remix	8.99	
North and South	9.50	13.50
Operation Thunderbolt	7.25	11.20
Operation Wolf	3.99	
Oriental Games	7.25	11.20
Outrun	3.99	
Pang	7.99	11.99
Paperboy	2.99	
Pipemania	7.25	11.20
Platinum Compilation	11.99	14.95
Plotting	7.99	11.99
Prison Riot	2.99	
Pro Golf	2.99	
Pro Tennis Tour	7.25	11.20
Project Stealthfighter	7.25	11.20
Pub Games	2.99	
Puzznic	7.99	11.99
Quartet	2.99	
Quatro Adventure	2.99	
Quatro Arcade	2.99	
Quatro Sports Simr	2.99	
Quatro Superhits	2.99	
Question of Sport	2.99	
Rainbow Islands	7.25	11.20
Rampage	2.99	
Rastan	2.99	
Real Ghostbusters	3.99	
Renegade 3	3.99	
Rick Dangerous 2	7.99	11.99
Robocop 2	7.99	11.99
Rolling Thunder	2.99	
Run the Gauntlet	2.99	
R-Type	3.99	
Saigon Combat Unit	2.99	
Salamander	2.99	
Satan	7.25	11.20

Spectrum Software

	Cass	Disk
Scapeghost	11.20	14.95
Scrabble De Luxe (128K)	9.50	13.50
Shadow of the Beast	9.00	12.99
Shadow Warrior	7.25	11.20
Shaolins Road	2.99	
Sidewinder 2	2.99	
Silent Service	7.25	
Sim City	9.50	13.50
Skate or Die	2.99	6.99
Skate Wars	7.99	11.20
Sly Spy Secret Agent	7.25	11.20
Snowstrike	7.99	
Soccer Mania Compilation	11.20	13.50
Space Ace	2.99	
Special Criminal Investigation	7.99	11.99
Spy Who Loved Me	7.25	11.20
ST Dragon	7.99	11.20
Star Control	7.99	12.99
Star Wars	2.99	
Stormlord 2	7.99	
Stratego	8.99	13.50
Strider 2	7.99	
Subbuteo	7.99	11.99
Super Hang On	2.99	
Super off Road Racer	7.25	11.20
Supercars	7.99	11.99
Switchblade	7.99	11.99
SWIV	7.99	11.99
S.T.U.N. Runner	7.99	11.99
Target Renegade	3.99	
Tas Calc Plus 2	14.95	
Tas Calc Plus 3		19.50
Tas Print Plus 2	9.50	
Tas Print Plus 3		19.50
Tas Sign Plus 2	14.95	
Tas Sign Plus 3		19.50
Tas Spell Plus 3		19.50
Tasword Plus 2	14.95	
Tasword Plus 3		19.50

Spectrum Software

	Cass	Disk
Teenage Mutant Hero Turtles	9.99	14.95
Test Drive 2 The Duel	7.25	
The Boxer	2.99	
The Champ	7.25	11.20
The Cycles	7.25	13.50
The General	9.50	
The Vindicator	2.99	
Tie Break	7.99	11.20
Tiger Road	3.99	
Time Machine	7.99	
Time Scanner	2.99	
TNT Compilation	12.99	17.95
Toki	7.99	11.99
Total Recall	7.99	11.20
Tracksuit Manager	2.99	
Trivial Pursuit	11.20	14.95
Turbo Bike	2.99	
Turrican	7.25	11.20
Twin World	7.25	11.20
Ultimate Golf	7.99	11.99
UN Squadron	7.99	
WEC Le Mans	3.99	
Wheels of Fire Compilation	11.99	17.95
Wonderboy	2.99	
World Championship Soccer	7.99	
Yes Prime Minister	2.99	
Zombi (128K only)	7.25	11.20

Joysticks and Utilities

Cheetah 125 +	7.49
Competition Pro 5000	12.95
Competition Pro 5000 Clear	13.95
Competition Pro Extra	14.95
Cruiser Black, Blue or Multicoloured	8.99
Cruiser Clear	10.99
Konix Speedking	10.99
Quickshot QS 131 Basic	6.99
Quickshot QS 130N/F Deluxe	9.99
Zip Stick Autofire	14.95
+2/+3 cover	4.99
Spectrum Power Supply	10.99
Single Port Joystick Interface	9.95
Azimuth Tape Head Align Kit	8.99
+3 Cassette Lead	4.99
Box of 10 x 3" Blank Disk for +3	21.95

Printer Special Offer

Citizen 120D Plus	ONLY 139.99
Printer Cable for +3/+2A	7.99

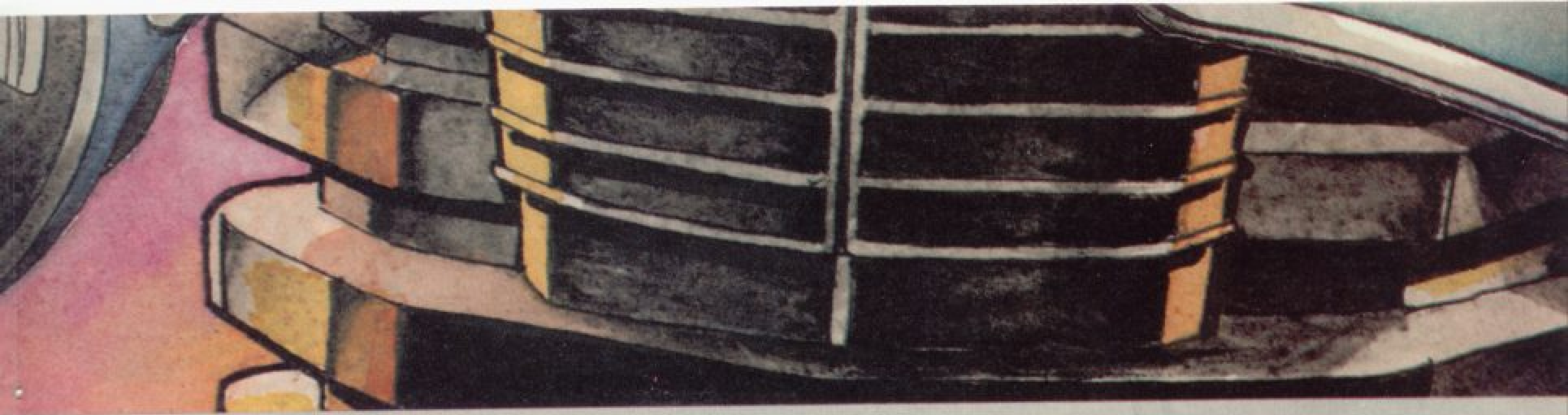
0602 225368 (24 hours)

Fast Delivery on All Stock Items by 1st Class Mail in UK.
Special Overseas Service by Air Mail Worldwide.
Credit Card Orders accepted by Phone or Mail.
Overseas Tel No: Nottingham 225368

Credit Card Order Telephone Lines

0602 252113 (24 hours)

Please make cheques payable to WORLDWIDE SOFTWARE



AR PLANNER

UARY

Thu	Fri	Sat	Sun
	1	2	3
7	8	9	10
14	15	16	17
21	22	23	24
28			

MARCH

Mon	Tues	Wed	Thu	Fri	Sat	Sun
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

AY

Thu	Fri	Sat	Sun
2	3	4	5
9	10	11	12
16	17	18	19
23	24	25	26
30			

JUNE

Mon	Tues	Wed	Thu	Fri	Sat	Sun
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30



JULY

Mon	Tues	Wed	Thu	Fri	Sat	Sun
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

AUG

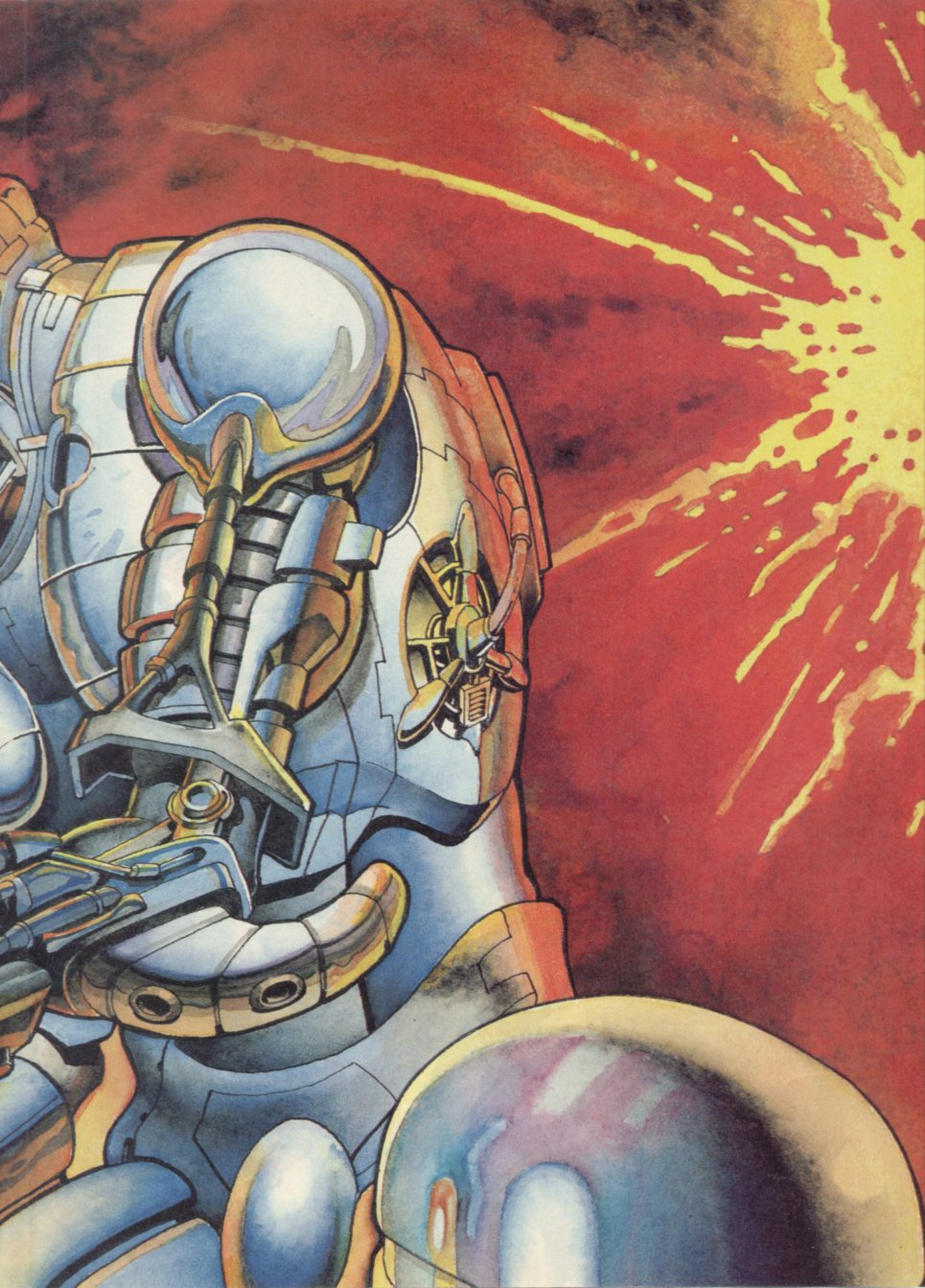
Mon	Tues	Wed	T
			1
5	6	7	8
12	13	14	1
19	20	21	2
26	27	28	2

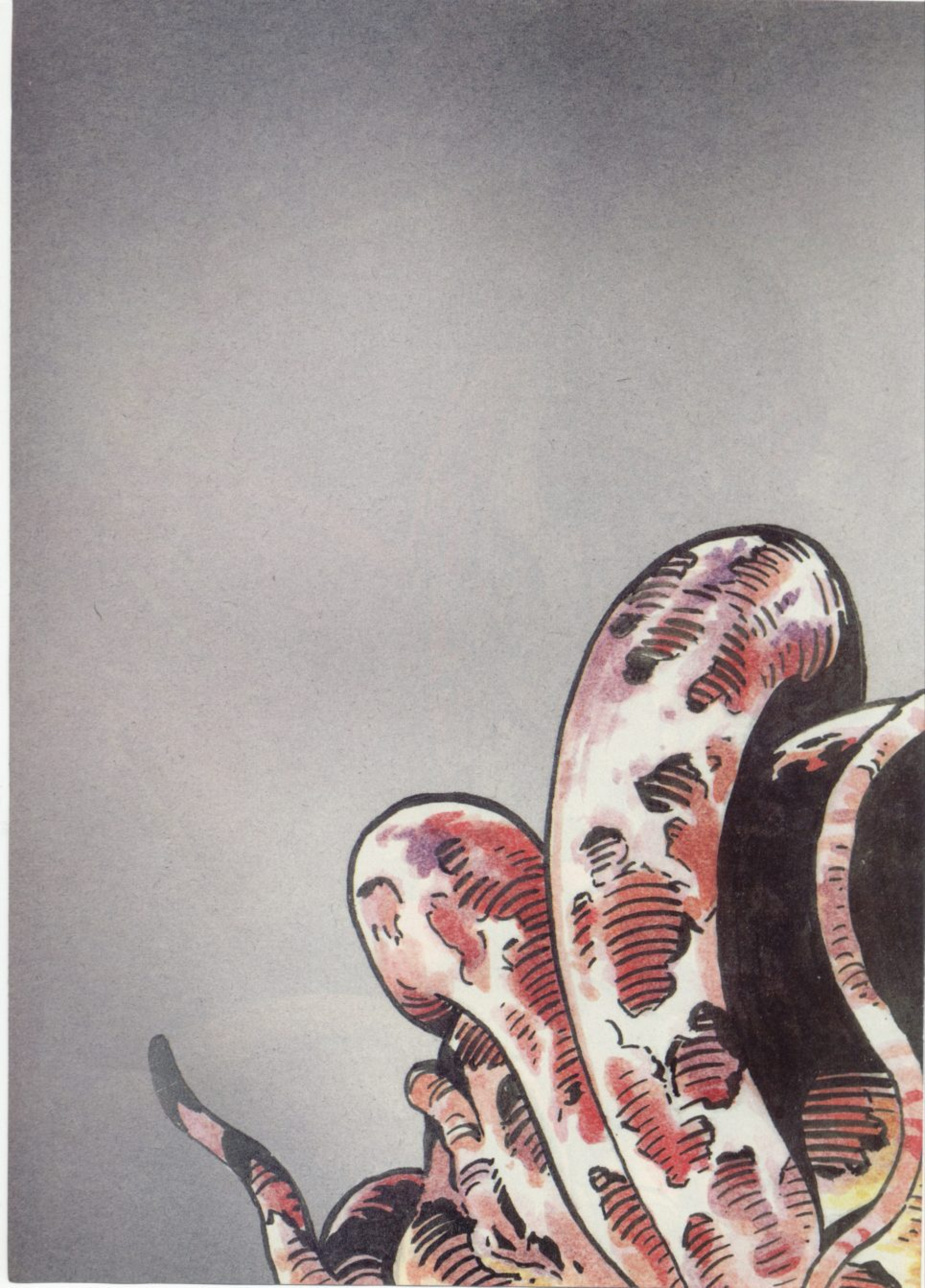
OCTOBER

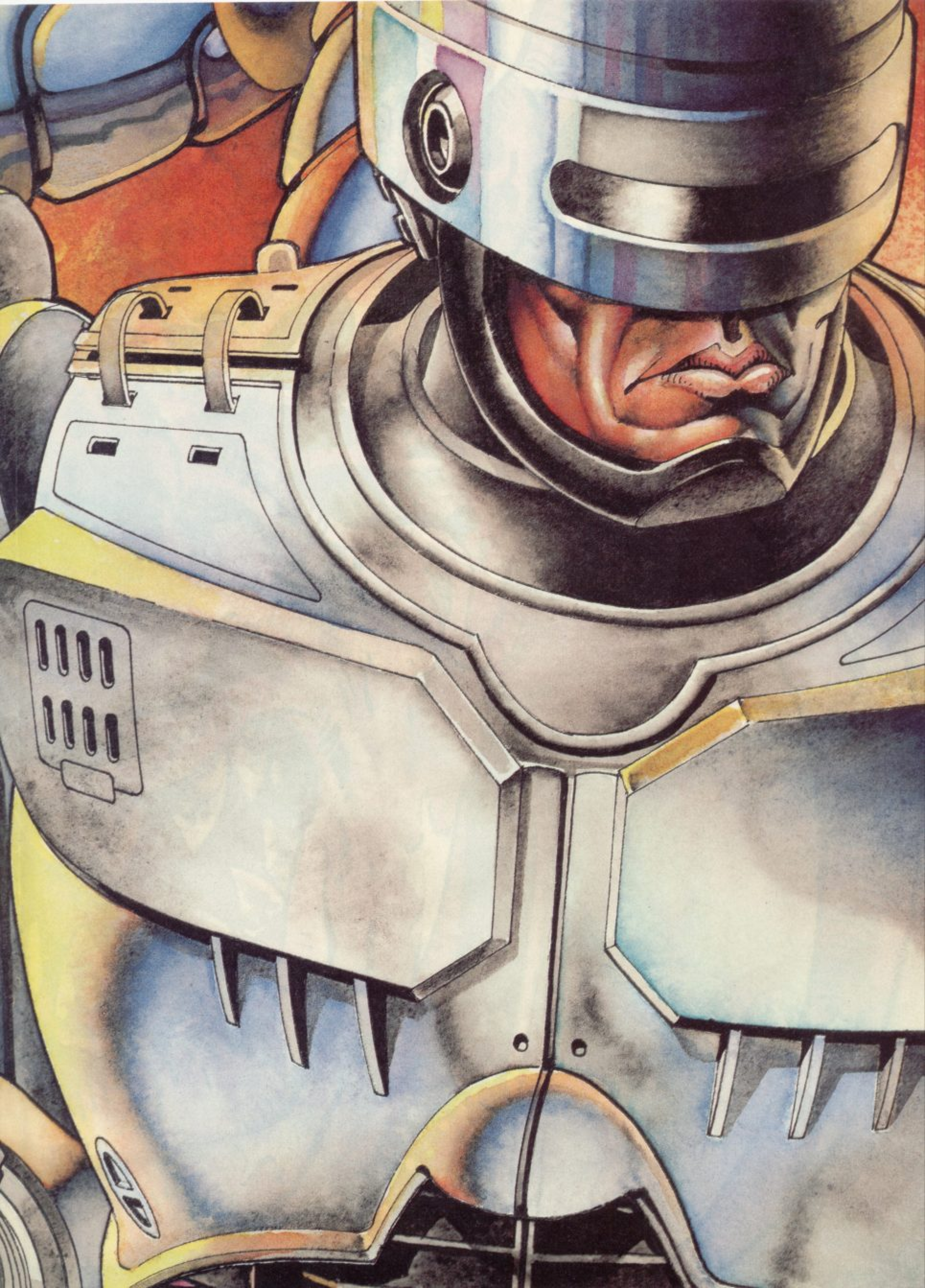
Mon	Tues	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

NOVE

Mon	Tues	Wed	Th
4	5	6	7
11	12	13	1
18	19	20	2
25	26	27	2







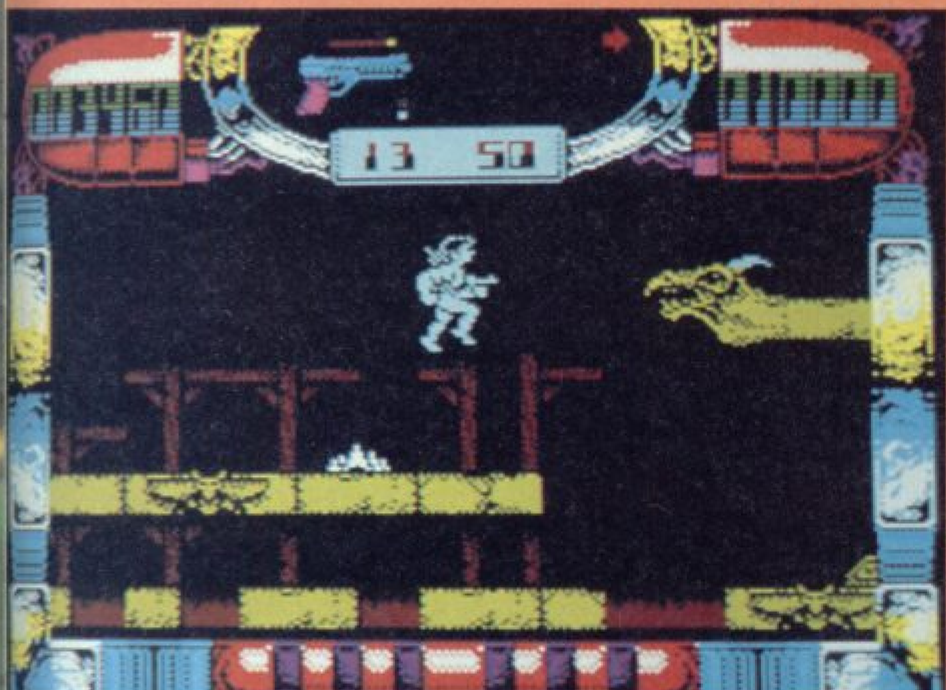


HAWK STORM









It's a pity when a decent - looking game is spoiled by some careless programming; in the case of Hawk Storm, a nice-looking, colourful, challenging arcade adventure is relegated firmly to the remainder bin by some crappy sprite masking and collision detection.

The plot's the usual guff: intrepid warrior Hawk Storm searches the planet of the Neviks for the 32 stolen energy crystals which will regenerate the planet Edos. On the way he has to find guns and ammunition, zap Nevik warriors, blast his way through force shields, avoid disintegrating platforms, leap over pits of fire, and use teleports to jump to other parts of the planet.

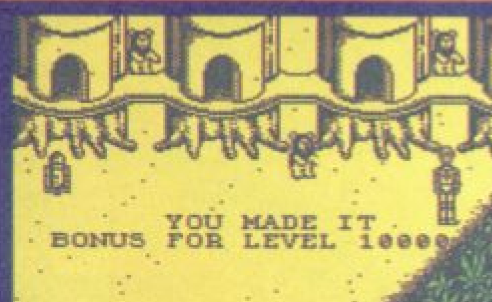
Though the backgrounds are colourful, the animation is jerky and control poor; it's hard to get your hero to leap diagonally, and he quite often ends up suspended in mid-air half on and half off an object due to poor sprite masking.

Good fun in parts, but not an exciting enough game for it to be worth overlooking the sloppy programming.

HAWK STORM	
Label: Players	
Price: £2.99 48/128K	
GRAPHICS	69
SOUND	70
PLAYABILITY	58
LASTABILITY	54
OVERALL	55%
Chris Jenkins	

Could have been a goodie, but so many corners have been cut that the finished product is lacking something (probably the corners)

RETURN OF THE JEDI



A long time ago in a galaxy far away, Atari churned out a series of coin-ops which in due course Domark converted for home computers. The first two, Star Wars and The Empire Strikes Back, were 3-D vector graphic jobbies which stand the test of time fairly well. The third, Return of the Jedi, doesn't fare so well.

The three diagonally-scrolling episodes in the game are based vaguely on episodes from the film; in the first, speeder-bikes ski through the forests of the Moon of Endor, defending themselves from imperial attack by bumping stormtroopers off their bikes or less-than-Imperially shooting them.

In the second, Chewbacca pilots a scout walker through the forest, avoiding Ewok booby traps; in the third, Lando Calrissian steers the Millenium Falcon through the Death Star II's internal bits (yeech!), avoiding columns and guntowers to reach and destroy the reactor by putting a high tech firelighter down it's shute.

There's nothing you can put your finger on which is actually wrong with any of these routines: graphics, animation and sound effects are all fair. But there isn't a great deal of excitement and the action's pretty predictable. It's probable that only committed Star Wars fans our amourous Axeminsters after a piece of Wookie would consider The Return of the Jedi an essential purchase.

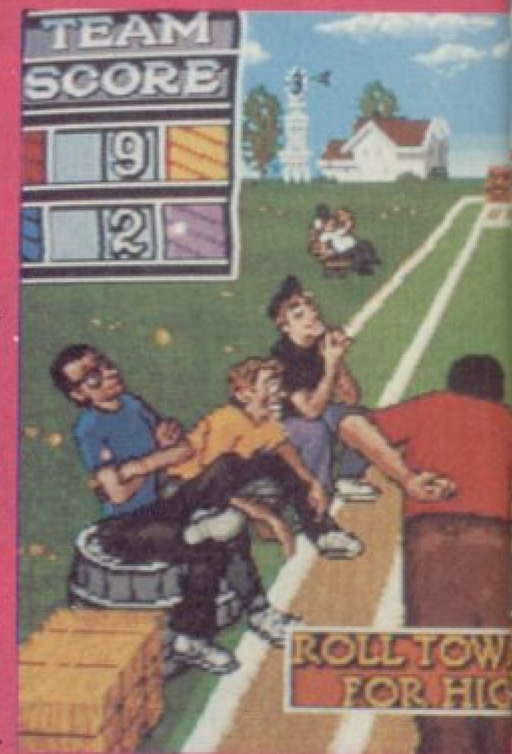


RETURN OF THE JEDI	
Label: Hit Squad	
Price: £2.99 48/128K	
GRAPHICS	65
SOUND	63
PLAYABILITY	61
LASTABILITY	60
OVERALL	62%
Chris Jenkins	

The force isn't with this effort as far as I can see

COIN OPS

Shuuz - Atari Games



Tired of that same old space cadet routine down the arcades? Bored of that same old, "boldly going" routine, zooming across the Universe, committing alien genocide and then loosing your lunch at Warp Factor 7? How about moving back to a gentler time, when a Mega Drive consisted of you all piling in the family Cortina down to Brighton for the day and a parallel port was a phrase describing the positional re-

More spectacular arcade action reported to you straight from where it's all happening - Tooting - from Jonnie "Jonnie" Cook.



Space Gun - Taito

Got tired of mow-em-downs yet? I have but there must be some punters out there who are still into them, as loads of manufacturers have produced now ones this year. Taito have tried to tempt your mad gunman instincts with Space Gun - which at least has the virtue that you are blasting away at Aliens, rather than real human beings. Set in the year 2039AD - just when my driving licence expires as it happens - you are a Space Marine, trying to free hostages held by nasty alien types, on board an Earth-bound cargo ship. The control system is marginally more complicated than usual, with a pump action to your gun, which changes the munition type....some Aliens fry better than others...you get the picture. Also, you have a foot pedal on the floor, which reverses your direction of travel along the corridor of the ship. Very useful if you bottle out halfway through a massacre. Competently done, Space Gun is OK if you like that kind of thing....but wouldn't you rather be playing Cisco Heat?

Addict Factor 73%

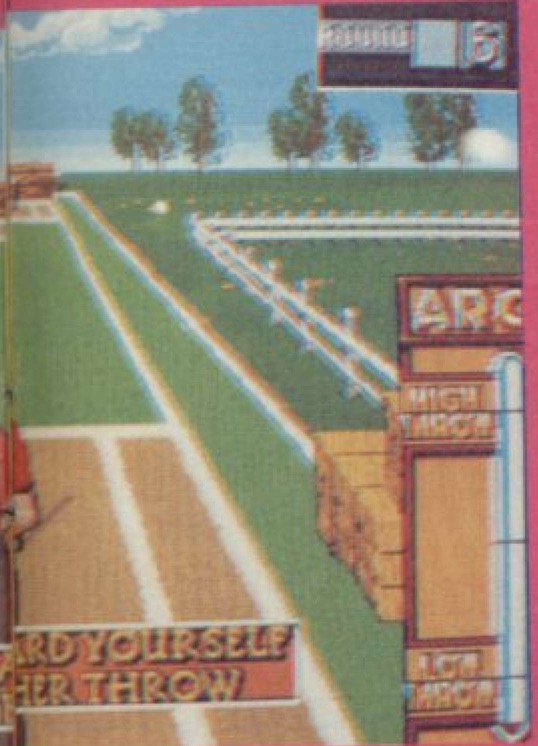




Carrier Airwing - Capcom

Here we are then - the video game where Sean Connary makes his first appearance....umm....well it looks a bit like him. The guy that gives you your instructions at the start of each level of Carrier Airwing. Honest, look for yourself. OK, so it could be his brother. Suit yourself - Capcom certainly has, with this follow-up to UN Squadron. Now, why something as dire as UN Squadron should ever warrant a follow up, Heaven knows, but the good news is that it's better. The bad news is that it's still a horizontally





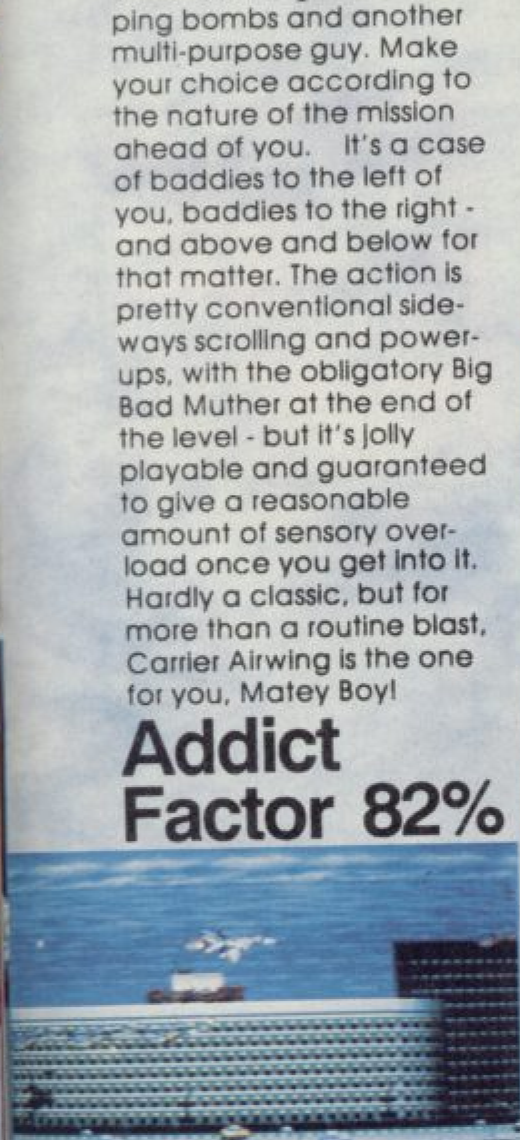
lationship between Dover and Calais? Let's play Shuuz! Horseshoes are the items mentioned in the title of this one and throwing is the action expected of one, managed by dexterous manipulation of a trakball, plonked in the front of the console. The idea is that you lob the horseshoe down this field and try and get it to hit - or better still encircle, a peg in the distance. Position your bloke left/right with the ball then press fire. You are now controlling the arm. Back on the trackball to swing your arm back, forward to swing forward and press fire again to release aforementioned equestrian footwear. That's it. Now, it don't sound to fab - but y'know, after a few goes, it kind of snuggles up to you and rubs against your ankles - then starts purring. So you have another go, etc, etc. Not the kind of thing to set the pulse racing - but it's a jolly wheeze and just the kind of thing you might persuade a non-gameplayer to have a go at, therefore giving you a chance to demonstrate your superior powers to an even wider audience. Nice graphics too - if you're looking for an offbeat game a little bit different from the normal fare - try Shuuz for size.



Addict Factor 83%

scrolling shooter. More good news - because Capcom has got a world allocation of silicon on the board inside the game, it's fast, colourful and sounds great. It's topical too, with a Middle East scenario of Arabs fighting Arabs. Spooky, eh? More bad news, however, you still have to pay to play it. Boo. OK first off, you choose your fighter plane from a selection of three jobbies - one good at zooming around, one good at dropping bombs and another multi-purpose guy. Make your choice according to the nature of the mission ahead of you. It's a case of baddies to the left of you, baddies to the right - and above and below for that matter. The action is pretty conventional sideways scrolling and power-ups, with the obligatory Big Bad Muther at the end of the level - but it's jolly playable and guaranteed to give a reasonable amount of sensory overload once you get into it. Hardly a classic, but for more than a routine blast, Carrier Airwing is the one for you, Matey Boy!

Addict Factor 82%



Simpsons Pinball - Data East

You've seen the cartoon - what? You haven't??!! Rush out and lever a satellite dish off the nearest wall and plug it into your telly this instant, cos you're missing the greatest laughter experience since the cat falling off the top of the telly. At last, a real depiction of family life on the TV - and if you're into it, you can now play the pinball based on the series, thanks to Data East. Greeted with an almost ecstatic reception by the American pinball trade when unveiled in New Orleans last month, it plays well and is chock full of sampled sounds straight out of the TV series. Play it to be crucial, kid!



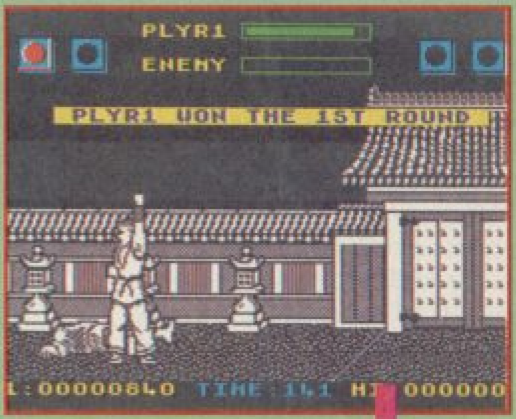
Get Physical!

Sick and tired of your Mum telling you that playing all those video games is bad for your health? Retaliate by showing her this - the cycling machine that's linked up to a game. It's a real hi-spec cycling machine, but linked into this game thing, showing the view behind a guy pedaling away, just like you are. Cyc le a set distance, or race against another cyclist - it's great, as you pump up and down, ten to the dozen, changing gear according to the gradient (the machine makes it harder for you if you're going up hill) and struggling to catch up with that ultra fit computer controlled dude. OK, the graphics are primitive - but it's a novelty that you may well want to try more than once - and will provide useful ammunition against the Whitehouse types that keep saying how bad vids are for you!



COIN OPS

10 pack



Cursed with the worst title for any compilation pack ever in the galaxy, 10 Pack nonetheless delivers the goods with a fair degree of elan, panache, chic, je ne sais quois and several other types of aftershave (Whaaat..?! - GS)

So, whaddaya got in this gaily-coloured cardboard box? ROAD RUNNER is based on the less-than-hilarious cartoon series (you remember the one, daft coyote takes on the irritating bird and gets rocks dropped on his head). There's a bit of a maze element in the game as Road Runner pecks up seeds, poking out his tongue for bonus points and staying one step ahead of Wile E. Coyote, who tries to slow him down with a magnet and other tricks. Fair entertainment, perhaps more for the younger player.



Here's our train-spotting hero skatboarding his way down to the loca.l chippie for a pile of wood shavings to put in his knee protectors. He was always a strange child

More for heavy metal headbangers, H.A.T.E. is a diagonally-scrolling shoot-'em-up written by Costa Panayi. You pilot a space fighter and ground attack vehicle in a fast-moving training mission. Looks good, plays well, but no really original ideas. Dark Fusion on the other hand is an R-Type clone, with horizontally-scrolling alien-blasting action and suitably hideous end-of-level guardians. Side Arms is practically the same game, but the add-on weapons are perhaps a bit more exciting.

Street Fighter is one of the better one-to-one martial arts combat games, taking place in Japan, USA, England, China and Thailand. You have two opponents to clobber in each round, and in bonus rounds you get to karate chop bricks. Super Scramble Simulator is a nice motorbike scrambling sim with a side view, quite realistic and difficult to master.

Also for sporty fans, there's Footballer of the Year 2, in which you create your team, choose your tactics and manage the lads through a series of tournaments. The one thing you don't get to do is play a game of football; instead there's a sort of tactical display which shows whether your training techniques have resulted in balls in nets. Also for footie fans, there's Gary Lineker's HotShot, a full-scale eleven-a-side football sim with loads of options, but the provision of automatic control of the goalies can be irritating.

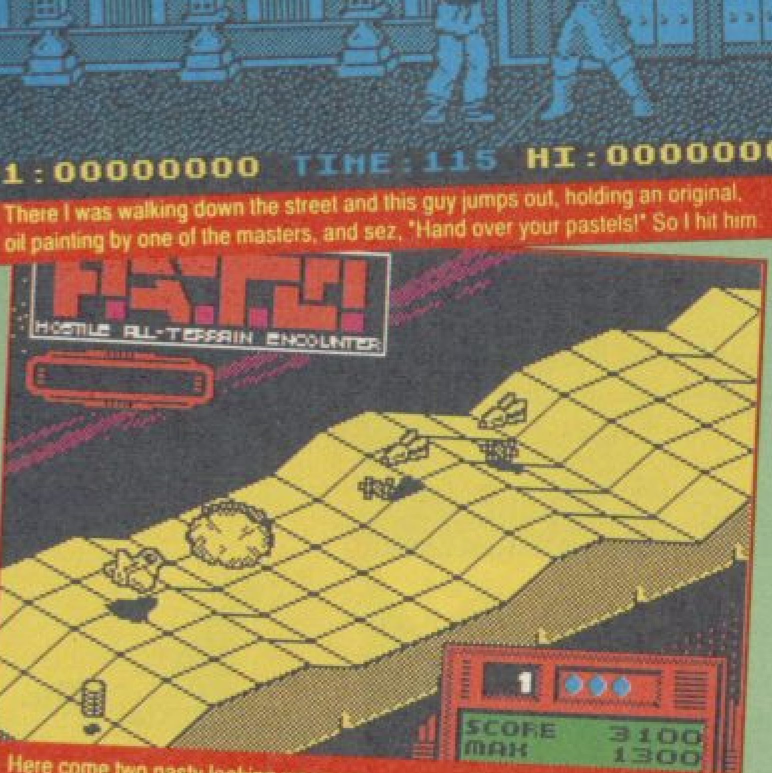
Skate Crazy is a popular roller-skating obstacle coarse sim, and in stark contrast finally we have Butcher Hill, a three-section Vietnam War arcade game in which you travel by river, through jungles and villages using your machine gun and grenades to zap the gooks.

None of the ten titles in the pack are astounding, but then none of them are turkeys either. A good compilation at the price.

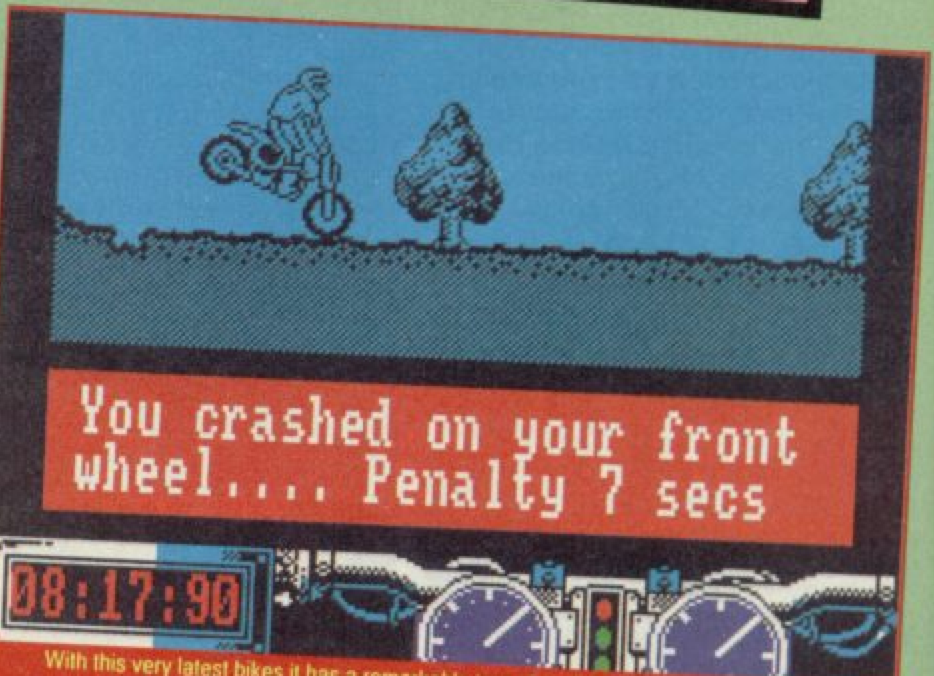
10 PACK Compilation
Label: Gremlin
Price: £12.99/17.99 Compilation
OVERALL 82%
Chris Jenkins
A good all-round compilation with something for all



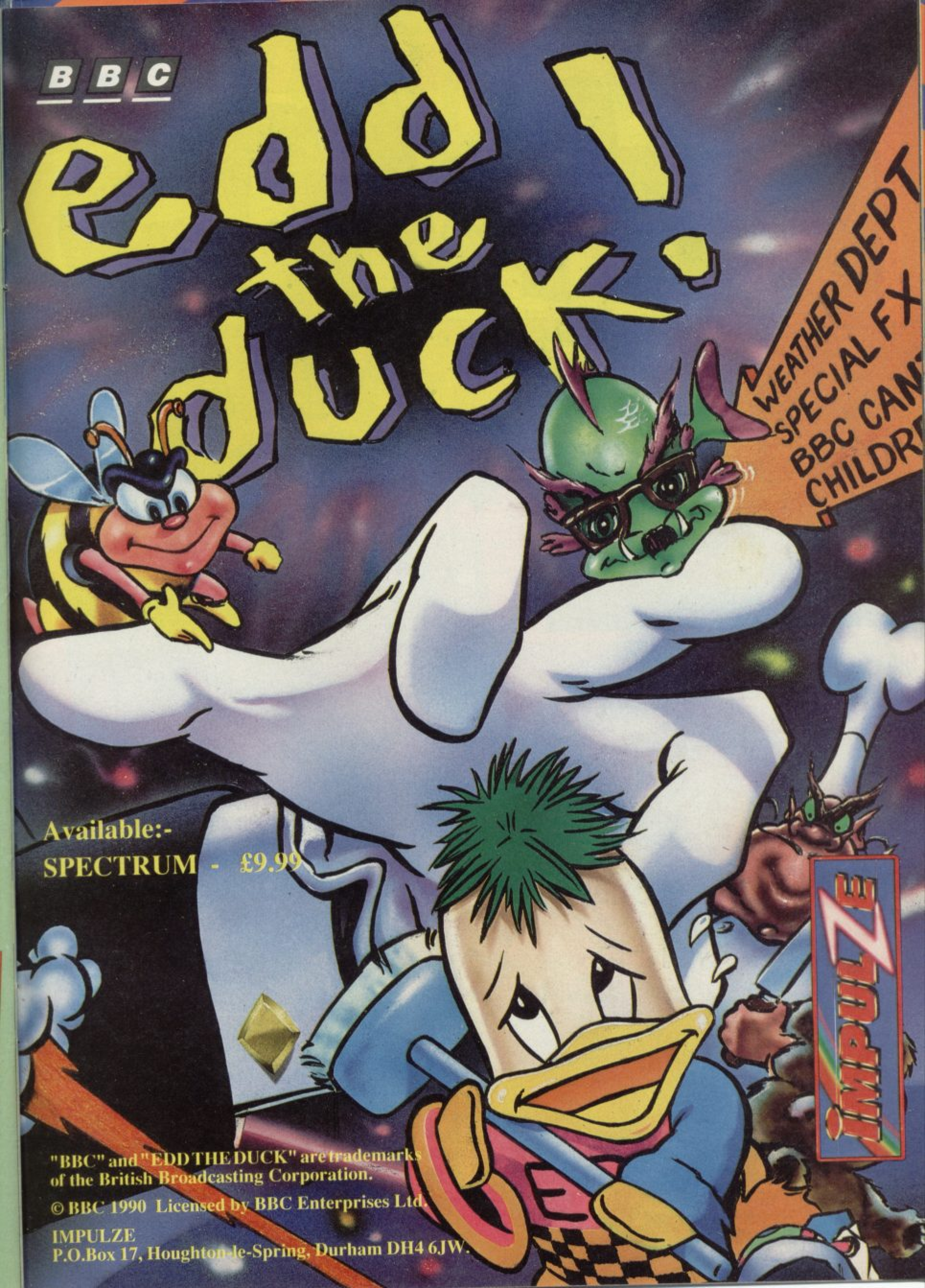
There I was walking down the street and this guy jumps out, holding an original, oil painting by one of the masters, and sez, "Hand over your pastels!" So I hit him.



Here come two nasty looking weapons



With this very latest bikes it has a remarkable turn of speed, silly mudflaps and is guarenteed to stop on a sixpence. Here's what happens when it finds a sixpence.



BBC
edd the duck!
WEATHER DEPT
SPECIAL FX
BBC CAN
CHILDR
Available:-
SPECTRUM - £9.99
IMPULZE
"BBC" and "EDD THE DUCK" are trademarks of the British Broadcasting Corporation.
© BBC 1990 Licensed by BBC Enterprises Ltd.
IMPULZE
P.O.Box 17, Houghton-le-Spring, Durham DH4 6JW.

CHARTS



BUDGET TOP TEN

1	(3)	PAPERBOY	Encore	£2.99
2	(2)	R-TYPE	Hit Squad	£2.99
3	(3)	OUT RUN	Kixx	£3.99
4	(10)	TARGET RENEGADE	Hit Squad	£2.99
5	(NE)	KWIK SNAX	Codies	£2.99
6	(6)	SOCCER DOUBLE	E&J	£2.99
7	(NE)	BATMAN 3D	Hit Squad	£2.99
8	(7)	GUARDIAN ANGEL	Codies	£2.99
9	(4)	QUATTRO COMBAT	Codies	£2.99
10	(RE)	TREAS. ISLAND DIZZY	Codies	£2.99
				£2.99

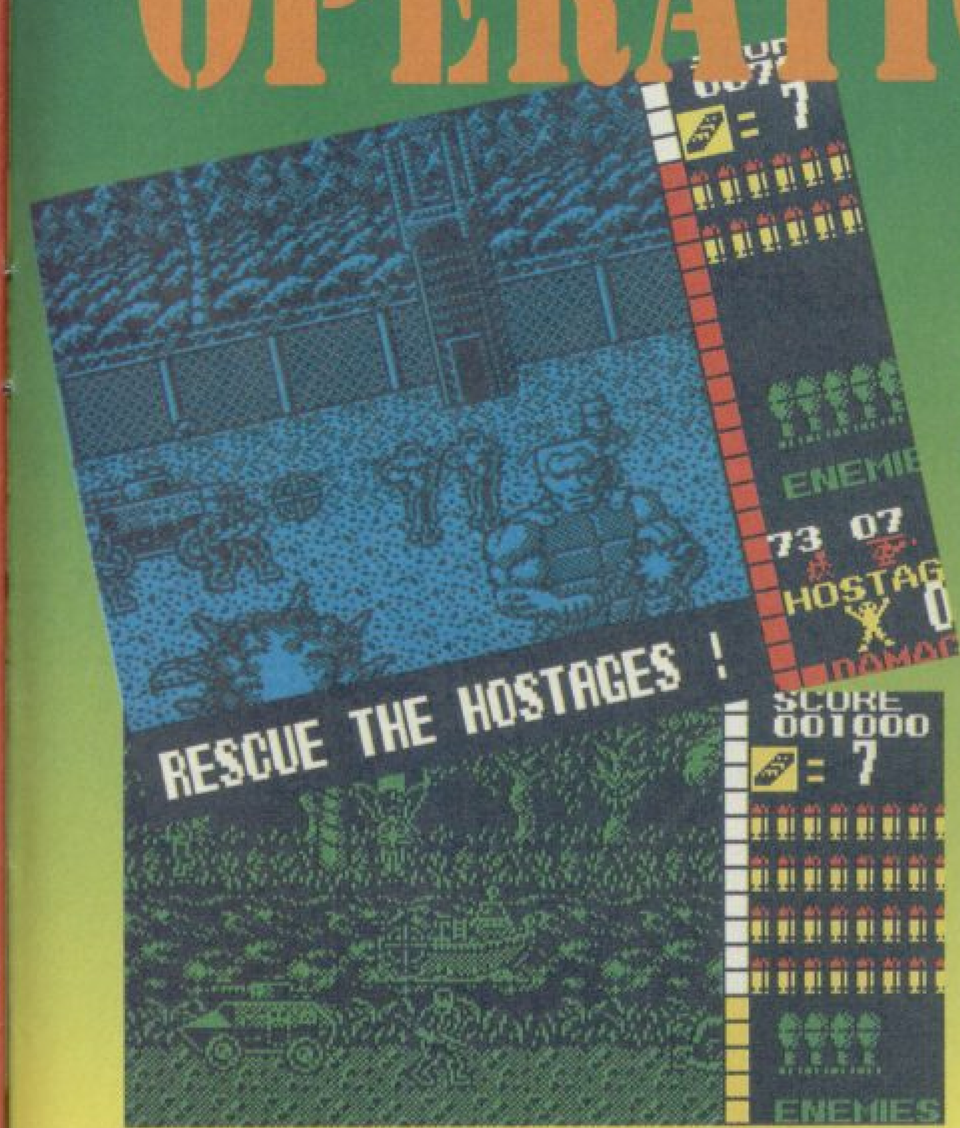
FULL-PRICE TOP TWENTY

1	(NE)	TMN TURTLES	Mirrorsoft	£10.99
2	(4)	ROBOCOP	Ocean	£ 8.95
3	(NE)	GOLDEN AXE	Virgin Games	£10.99
4	(2)	BACK TO THE FUTURE II	Mirrorsoft	£ 9.99
5	(1)	SHADOW WARRIORS	Ocean	£9.99
6	(NE))	SUPER OFF ROAD	Virgin Games	£ 9.99
7	(11)	WORLD CUP SOCCER '90	Virgin	£ 9.;99
8	(NE)	KICK OFF 2	Anco	£9.99
9	(9)	MIDNIGHT RESISTANCE	Ocean	£ 9.99
10	(NE)	SUBBUTEO	Electronic Zoo	£9.99
11	(4)	ROBOCOP	Ocean	£8.95
12	(NE)	DOUBLE DRAGON 2	Virgin	£9.99
13	(7)	CHASE HQ	Ocean	£9.99
14	(NE)	GREMLINS II	Elite	£12.99
15	(15)	MONTY PYTHON	Virgin	£9.99
16	(19)	SHADOW OF THE BEAST	Gremlin	£12.99
17	(12)	RAINBOW ISLANDS	Ocean	£ 9.99
18	(NE)	STEALTH FIGHTER	Microprose	£12.99
19	(RE)	CASTLE MASTER	Domark	£9.99
20	(20)	ORIENTAL GAMES	Microstyle	£9.99





OPERATION WOLF



You shouldn't need to be reminded of the virtues and vices of Operation Wolf; one of Taito's most popular coin-ops ever; it features marvellous graphics, non-stop genocidal violence and an on-cabinet Uzi machine gun. They couldn't get the Uzi poking out of your Spectrum, but in every other respect the programmers performed with flying colours.

Op Wolf is a shooting game where the screen scrolls horizontally, and military targets including soldiers, helicopters, jeeps, motor torpedo boats and tanks pop up and beg to be zapped. You steer a cursor around the screen shooting for all you're worth, using your Uzi and grenades to blow away all opposition and any flying knives and grenades that they may plop at you, thus avoiding any injuries and keeping your strength up (fnarr!) Zapping supply boxes which drop down the screen keeps your ammo restocked. Try to avoid shooting nurses and hostages, which would result in a penalty plus a very nasty blanket bath.

The display is resolutely monochrome, but the characters are beautifully detailed and die amusingly. There are six levels of action, and action's the key word; no boring plot here just act like Rambo and you're in!

Only a yellow livered, commie swine of the worst kind could fail to enjoy Operation Wolf; buy or die.

OP WOLF

Label: Hit Squad
Price: £2.99 48/128K

GRAPHICS	89
SOUND	86
PLAYABILITY	90
LASTABILITY	89

OVERALL 88%
Chris Jenkins

Top-notch all action baddie blastin' arcade extravaganza, not to be missed

MIAMI COBRA GT

There are now so many car racing simulators, good, bad and indifferent, that if you laid them all end to end, there'd be enough to race a car on. However, there must be demand for new ones, and if it's a good effort such as Miami Cobra GT, who am I to object?

MCGT is yer standard 3-D parallax forward-scrolling road race, with four courses featuring city and country backgrounds, and manual control of steering and the car's hi-low gears.

What's unusual here is that there's a real impression of speed (up to 167 mph, gasp!), and of control over the car. It doesn't seem to be possible to crash, but scraping against the buildings, lamp-posts and other obstructions slows you down and removes unsightly bodily hair. Bashing into one of your competitors will slow you down but it's an interesting way of making new friends who specialise in body repairs.

You get 8 Turbo Boosts per level (yeeeaarrrr!) and a map above the display fills in to tell you where you are on each level.

Top-notch music and sound effects and decent graphic design (like yeah man!) combine to form an uncomplicated but entertaining Turbo Outrun lookalike which will engage any boy racer as long as he's in the right gear. (What about girlie racers you toad! - Andrea)

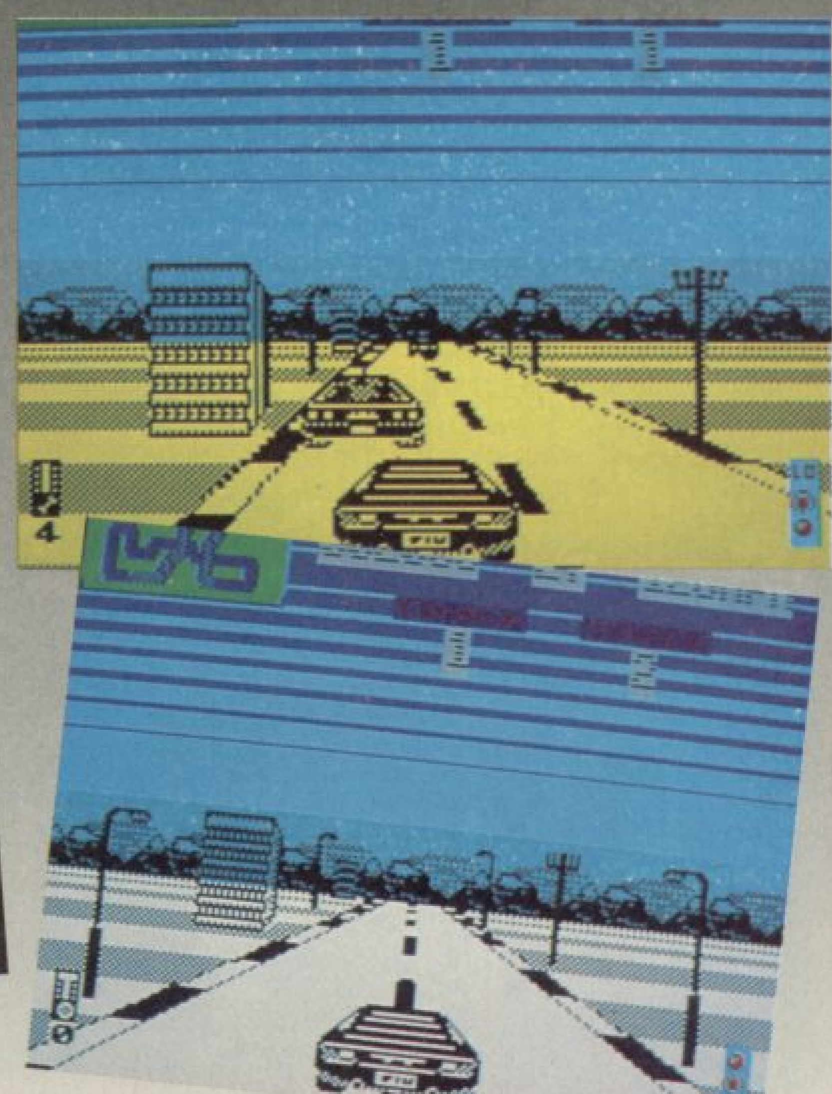
MIAMI COBRA GT

Label: Players
Price: £2.99 48/128K

GRAPHICS	78
SOUND	80
PLAYABILITY	85
LASTABILITY	82

OVERALL 81%
Chris Jenkins

Surprisingly good budget racer with loadsa levels and fast action



ELIMINATOR

ELIMINATOR	
Label: Players	
Price: £2.99 48K	
GRAPHICS	60
SOUND	40
PLAYABILITY	50
LASTABILITY	51
OVERALL	51%
Chris Jenkins	
Unexciting space-race -shoot-'em-up fails to stir the adrenalin	

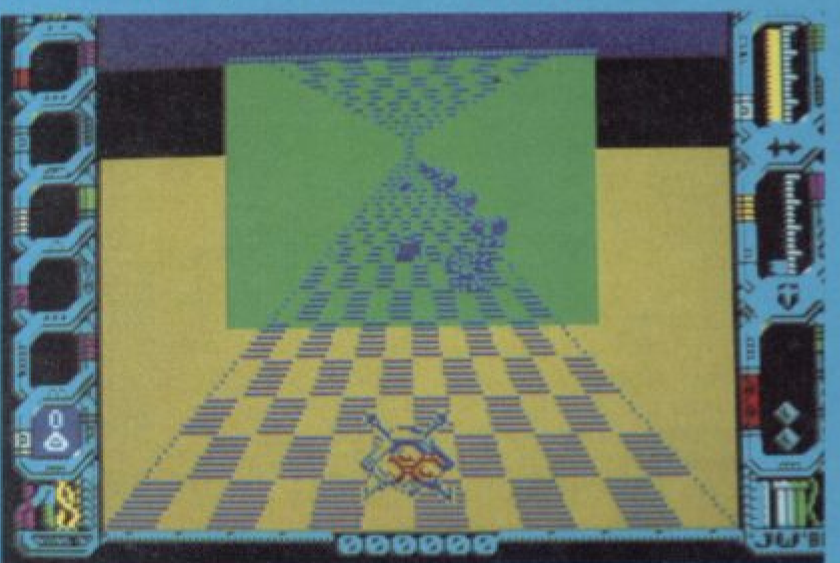
I dunno, there might have been a good idea in here somewhere, but it hasn't quite made it to the surface.

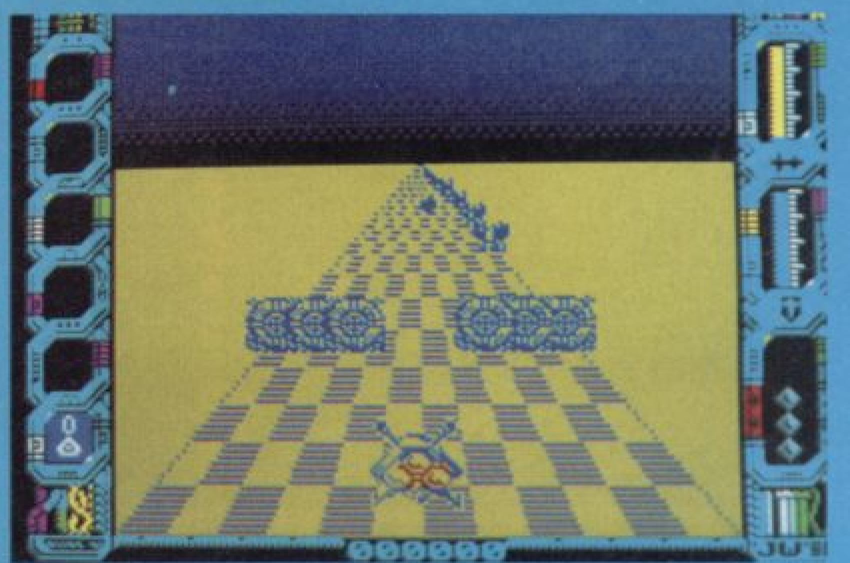
Eliminator is the heart-warming tale of a "machine encircled by death, that kills but cannot be killed - the Eliminator!". In fact, it's all too easy to get killed as you hurl your space flier left and right across a scrolling starlane. Basically, this is a car-racing game transferred into outer space, which has the advantage that the flickering raceway doesn't have to be accompanied by any background details. Every so often you get a password to the next level, but there isn't much variation between the various raceways and tunnels.

Destroying obstacles such as flashing beacons and floating aliens scores bonus points, and there are ramps to leap over, weapon and ammo bonuses to pick up, and extra weapons such as dual-fire cannon, side-fire, bouncing bombs, double-fire cannon and - guess what - triple-fire cannon. Imaginative, it's not.

With bland graphics and repetitive gameplay, Eliminator doesn't generate much excitement, even on budget. Eliminate it from your shopping list.







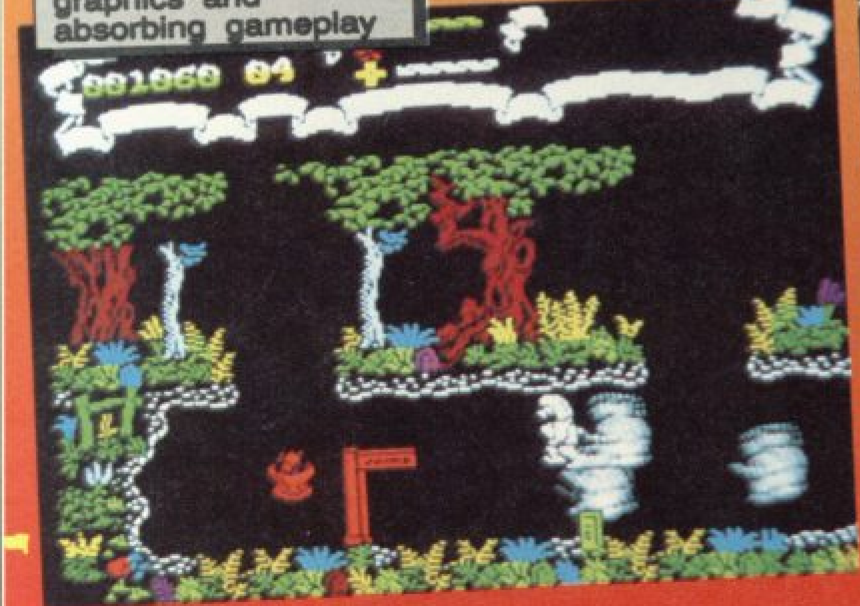
FIRELORD

FIRELORD	
Label: Players	
Price: £2.99 48K	
GRAPHICS	68
SOUND	65
PLAYABILITY	87
LASTABILITY	88
OVERALL	87%
Chris Jenkins	
Pixie adventure on a grand scale with nice graphics and absorbing gameplay	

Sir Galaheart's quest to restore the Firestone to its rightful place appears to be a straightforward maze-type arcade adventure, but in fact there's a lot more to it than that.

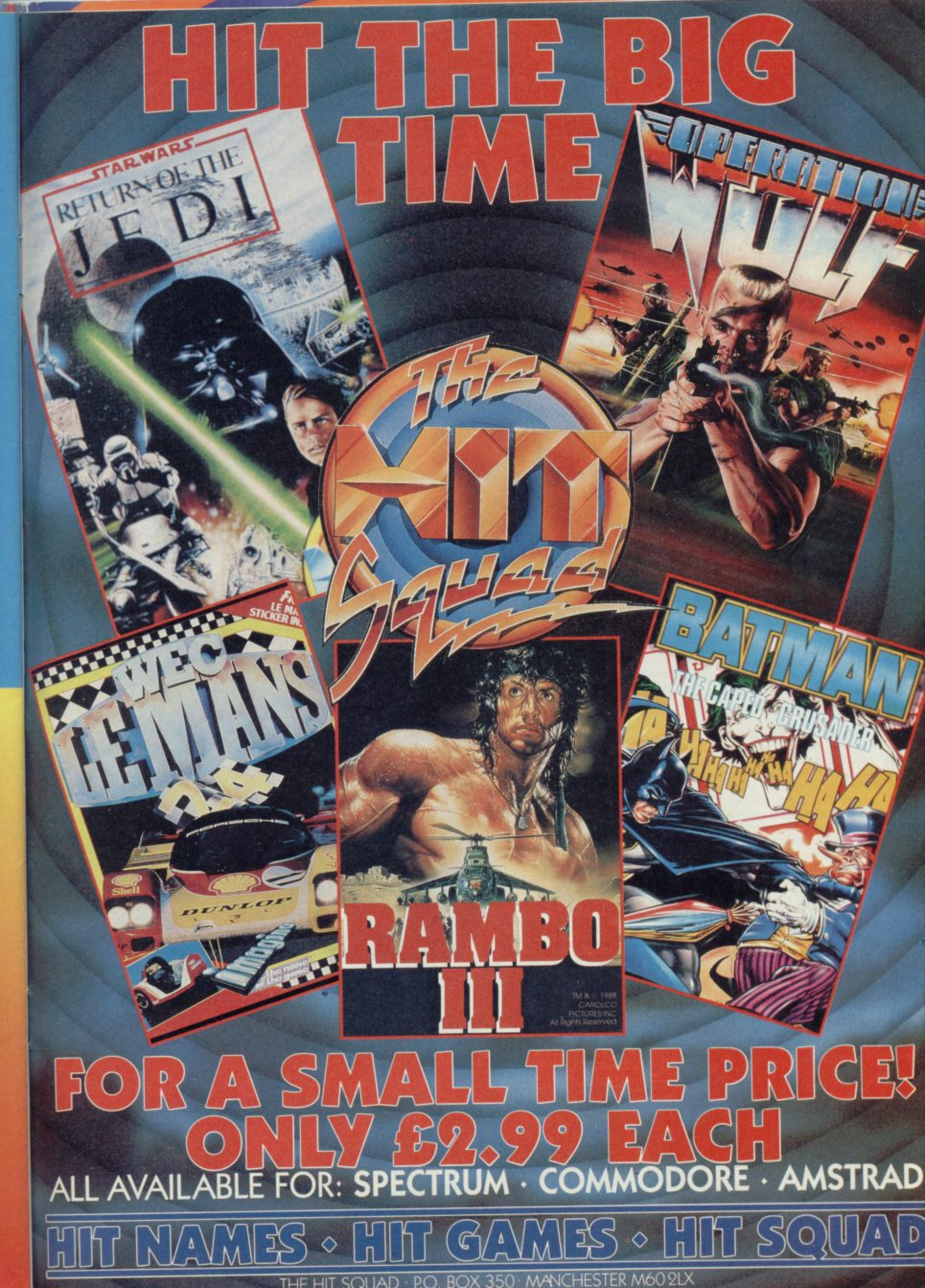
Resembling very much one of the classic Imagine arcade adventures, Hewson's Firelord has some quaintly-designed and colourful backgrounds, smoothly-animated characters and fast screen-flipping. Though your eventual aim is to find the Firestone, to do this you have to deal with a host of characters by entering their forest homes and trading with them (or by blowing them to bits with bolts of magical energy).





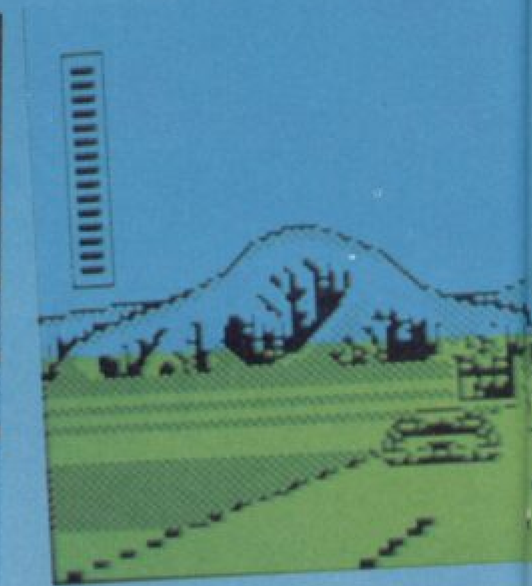
Buying spells or magical objects and paying travel tolls using than icon-driven system, you move around the land of Torot in search of the Firestone. Trying to get away without paying for a deal can be profitable, but if you fail to come up innocent in the trial reaction test, you face a heavy penalty.

Engrossing, large-scale and entertaining arcade/strategy fun.



HIT THE BIG TIME
STAR WARS
RETURN OF THE JEDI
OPERATION WOLF
The Hit Squad
WEC LE MANS
BATMAN
THE CAPED CRUSADER
RAMBO III
TM & © 1988 CAROLCO PICTURES INC All Rights Reserved
FOR A SMALL TIME PRICE!
ONLY £2.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX





CHASE HQ II

SPECIAL CRIMINAL INVESTIGATIONS

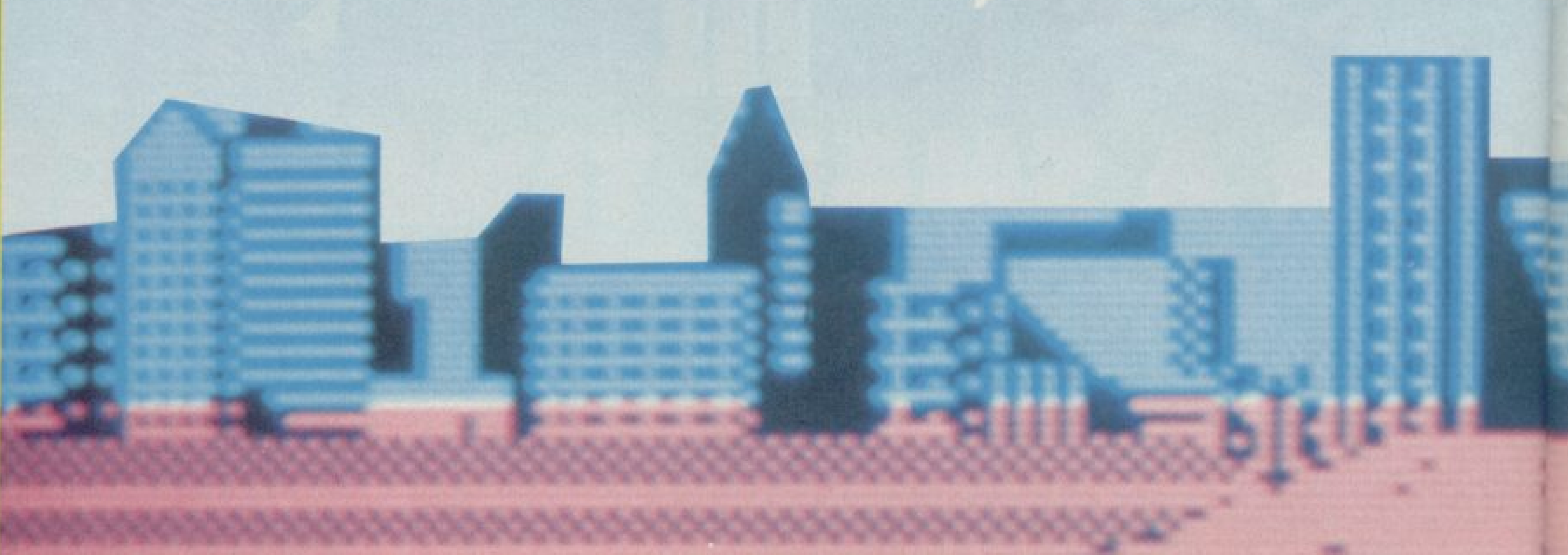
SCI - Special Criminal Investigations - is the sequel to Chase HQ, you won't be surprised to hear, because it's practically the same game! Oh yes, there are a few additions and variations, but nothing that will make you dampen your diaper with excitement.

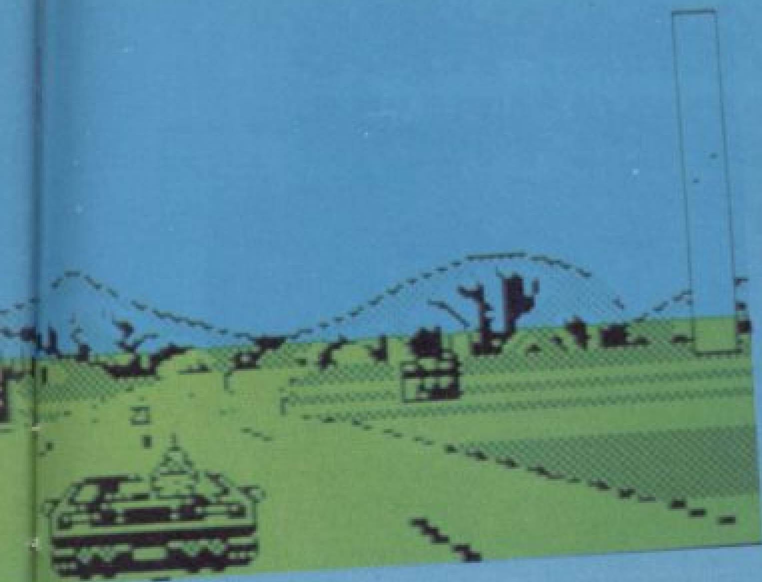
It's a 128K only game, and the plot's pretty familiar - you're a special agent chasing hoodlums through suburbs, cities and deserts in your souped-up sports car. At the start of each level you receive your assignment from your gorgeous controller (ooh, I do like a woman in uniform). Your first task is to rescue three kidnapped girls, chasing their abductors along dual carriageways, freeways and desert roads.

Your car has automatic gears, so all you have to worry about is burning up the tarmac at full pelt, screeching around the curves and up and down the bumps and dips, ploughing through the sand and avoiding obstacles which slow you down. No matter how many cars, motorbikes, bollards, buildings and fences you bash into, you don't get damaged; you do, however, lose speed, which is crucial, because you lose a life if you don't catch up with your target before the timer runs out. Fortunately you can resume play from the current position if you have credits left.

Your position relative to your target is shown on a radar scanner on the right hand side of the screen. Once your target is in view, an arrow indicates him, and you get to poke your head out of your sunroof (presumably steering the car with your... er, feet)













and bang away at the baddies with your handgun. A crosshair appears to tell you when you're lined up with him, and when you force him off the road you get a graphic screen showing your subtle interrogation of the suspect (bang...smash...take that... yarooo.. gosh...)

On later levels, the action gets faster, the road twists and turns more violently, and extra weapons can be picked up as they are dropped by a helicopter thoughtfully sent out from your base. The first weapon is a rocket launcher, which gives you six super projectiles to shoot off. The baddies get heavy artillery too, though, and you also have to cope with hazards like trucks unloading cargo over the road.

The original SCI coin-op features gorgeous graphics and super sound, while the sound in the Spectrum version is nothing but an irritation - I think the in-game music is meant to sound like the theme from Miami Vice, but it's more like the grinding of a dentist's drill. The whining of the engine and popping of your gun don't add much to the excitement, either.

Now, I don't want to sound too unenthusiastic about SCI - it's a pretty good game, with lots of excitement and decent graphics and animation. Trouble is, it just doesn't add enough to Chase HQ, and since that was a chart success and has also appeared in various compilations, you may well have it already. If so, I'd suggest you save your dosh for something a bit different rather than retreading old ground with SCI.



CHASE HQ II
Special Criminal Investigations
Label: Ocean
Price: £10.99 48/128K

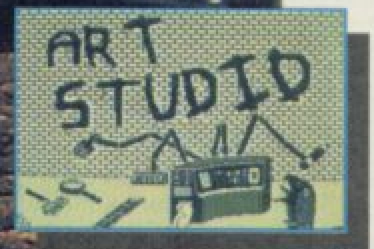
GRAPHICS	87
SOUND	62
PLAYABILITY	77
LASTABILITY	76

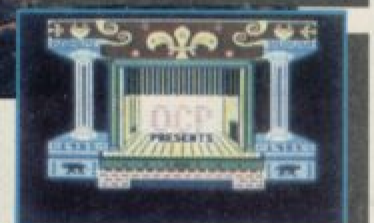
OVERALL 76%
Garth Sumpter

I've seen this all before - in Chase I. Not what I'd spend my money on.

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!









SPECIAL OFFER PACK!!

Genius Mouse COMPLETE WITH OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. ● Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Mouse Interface even has a built-in Joystick Port (Kempston compatible). Accepts any 9 pin Joystick.



ONLY £49.99
TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

FREE!
MOUSE MAT AND MOUSE HOLDER
(WORTH £12.99) WITH EACH PACKAGE

NEW LC 200 COLOUR PRINTER PACKAGE



NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! ● No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER INTERFACE RRP £19.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £337.98
COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC10, Dk'Tronics Interface, RamPrint or +2A or +3 Printer Port.

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

Access · VISA

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC GENI MSE 2

PLUS 'D'

DISK DRIVE/INTERFACE SYSTEM

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for around £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.



BUT THAT'S NOT ALL!!
THE PLUS 'D' HAS A UNIQUE "SNAPSHOT" FEATURE!



- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND 800K DISK DRIVE POST FREE!!

ONLY £129.99



HOW TO GET YOUR PLUS 'D' SYSTEM

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.

ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

Access VISA

DATEL ELECTRONICS LTD.,
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TECHNICAL/CUSTOMER SERVICE 0782 744324

PLUS D 2

DATEL ELECTRONICS

DATEL ELECTRONICS

dk'tronics Lightwriter™



- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface and lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE ONLY £15.99

RAM Music Machine





- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

THE RAM MUSIC IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER!!

ONLY £49.99

FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

SPECDRUM



- **Now you can turn your Spectrum into a real Digital Drum Machine.**
- SpecDrum from Cheetah Marketing is a superb plug in device that produces "real" drum sounds via it's unique digital system.
- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kit!!
- Comes complete with DrumKit Sound plus extra DrumKit and Kit Editor Program (worth £9.99) absolutely FREE!!

ONLY £14.99

dk'tronics PARALLEL/CENTRONICS PRINTER INTERFACE



- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-locatable controlling software (cassette).
- Supplied with Interface with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported & HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy!

ONLY £19.99





TOYS

OK, you've smashed your piggy bank and gathered together all your Christmas money, now what do you spend it on?

1) A nice pair of wooly mittens?

2) A reely useful geometry set? or

3) A load of plastic tripe?

Go to the top of the class, all those of you who said 3! Here's our selection of pocket-money tat available from Hamleys and other purveyors of entertaining junk.



FRANKEN-STEIN'S MONSTER

With articulated arms and a ghastly pallor, this official Universal Films license replica would make Boris Karloff spin in his grave! It's a full 10 inches tall and comes in a set with the Wolfman, Mummy and Dracula, all at £2.95!

GODZILLA

King of the monsters indeed! This 24" terror at £6.95 has articulated arms, legs and tail, and if it breathed fire it would be the exact likeness of the star of Channel 4's Creature Feature series of Japanese junk films!



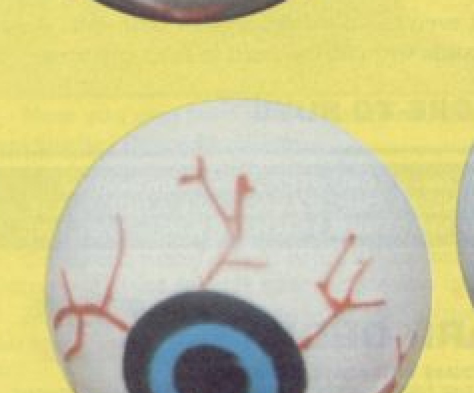
COLOUR CHANGE LIZARD

Unanimously voted "crap" by the SU toy testers, this suction-cupped creeper is supposed to change colour according to temperature. We dunked it in boiling coffee and it just went from pink to white. Very poor, Vic, even at £1.49.

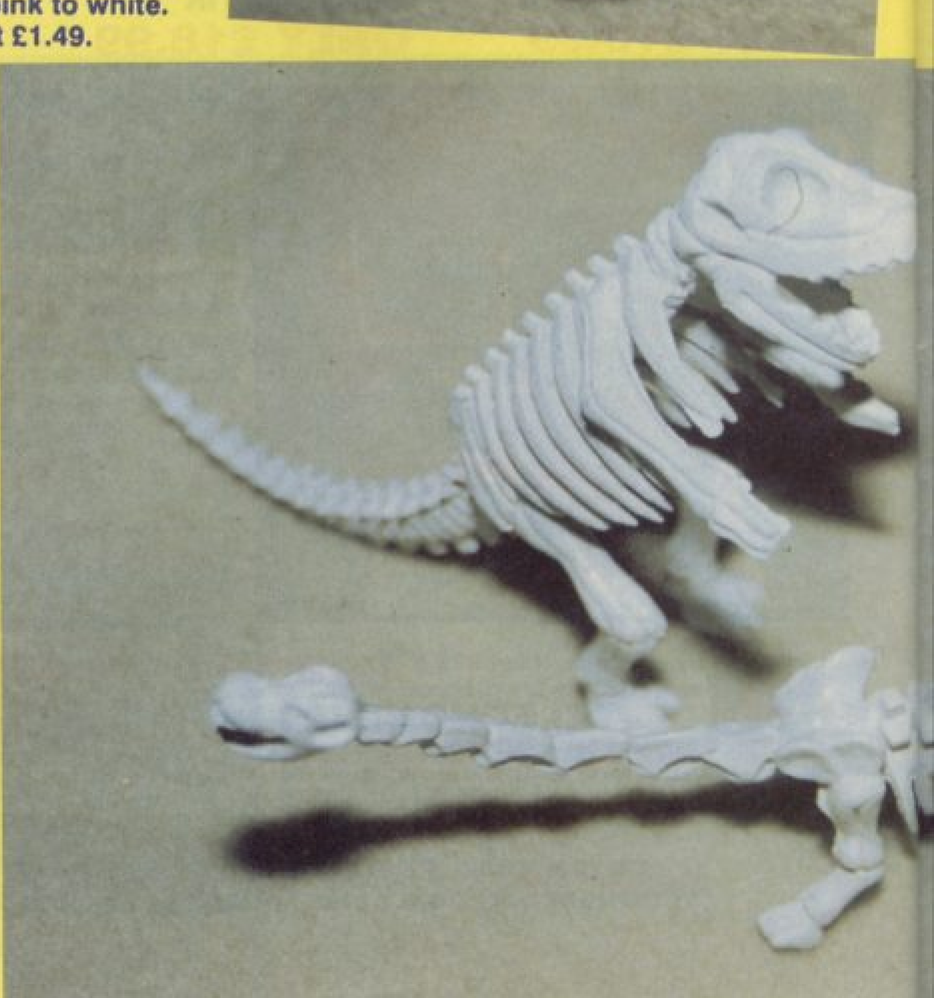


EYEBALLS

Eye eye, what's going on here then! These 49p eyeballs aren't just a handy gimmick to drop in your auntie's gin; they also double as water squirters.









ROCKHEADS

Ever wanted to put your fingers up Michael Jackson's nose? Well now you can, with £1.99 Rock Heads - bendy rubber faces of famous stars like Phil Collins, Mick Jagger, Stevie Wonder, Madonna, Max Headroom, and...Terry Wogan???

DINO BONES

Kids - these 49p dinosaur skeletons are a graphic reminder of what will happen to little Barky the puppy if you don't feed him! Remember, as they say in Iran - a pet isn't just for Christmas; if you're careful you should have some leftovers for Boxing Day too!



BOOKS

DREAMLANDS

One of two fab new SF/Fantasy artbooks from the prolific Dragon's World/Paper Tiger imprint.has 128 pages with 94 full colour illustrations from this popular fantasy artist. You've probably seen his fine-art-inspired exotic figures and surreal landscapes on paperbacks by Michael Moorcock, Robert Heinlein and Robert Silverberg.

CIRUELO

Even more familiar is the work of Ciruelo Cabral in CIRUELO; this Argentinian artist based in Spain is responsible for the monsters, demons and warriors of the Dragonlance, Battletech and Forgotten Realms paperback covers, and the artwork for computer games such as Alien Syndrome and The Soldier. The book, with over 120 colour illustrations, features the best of these, and also some of Ciruelo's advertising and poster work.

Both books are available from all good bookshops in hardback at £16.95, paperback £9.95.

DEATH DREAM

•Graham Masterton (Sphere, £3.99)

From the author of Devils of D-Day and Revenge of the Manitou...demons of the dreamworld break through into reality, and only the Night Warriors can stop them!...

THE DRAWING OF THE THREE

•Stephen King (Sphere, £3.99)

The King Of Horror's long-awaited sequel to The Dark Tower Book One, The Gunslinger... a post-apocalyptic fantasy where enigmantic characters stalk a magical landscape...

HOMELAND

•R A Salvatore Penguin: £4.40)

Book One of the Dark Elf Trilogy...more magical adventures in the Forgotten Realms as hero Drizzt battles the dishonourable Drow

HORSELORDS

•David Cook Penguin: £3.99)

More Forgotten Realms adventure in book one of the Empires trilogy, as an army of horse barbarians threatens to overthrow the valiant kingdoms of the West and the exotic eastern lands of Kara-Tur

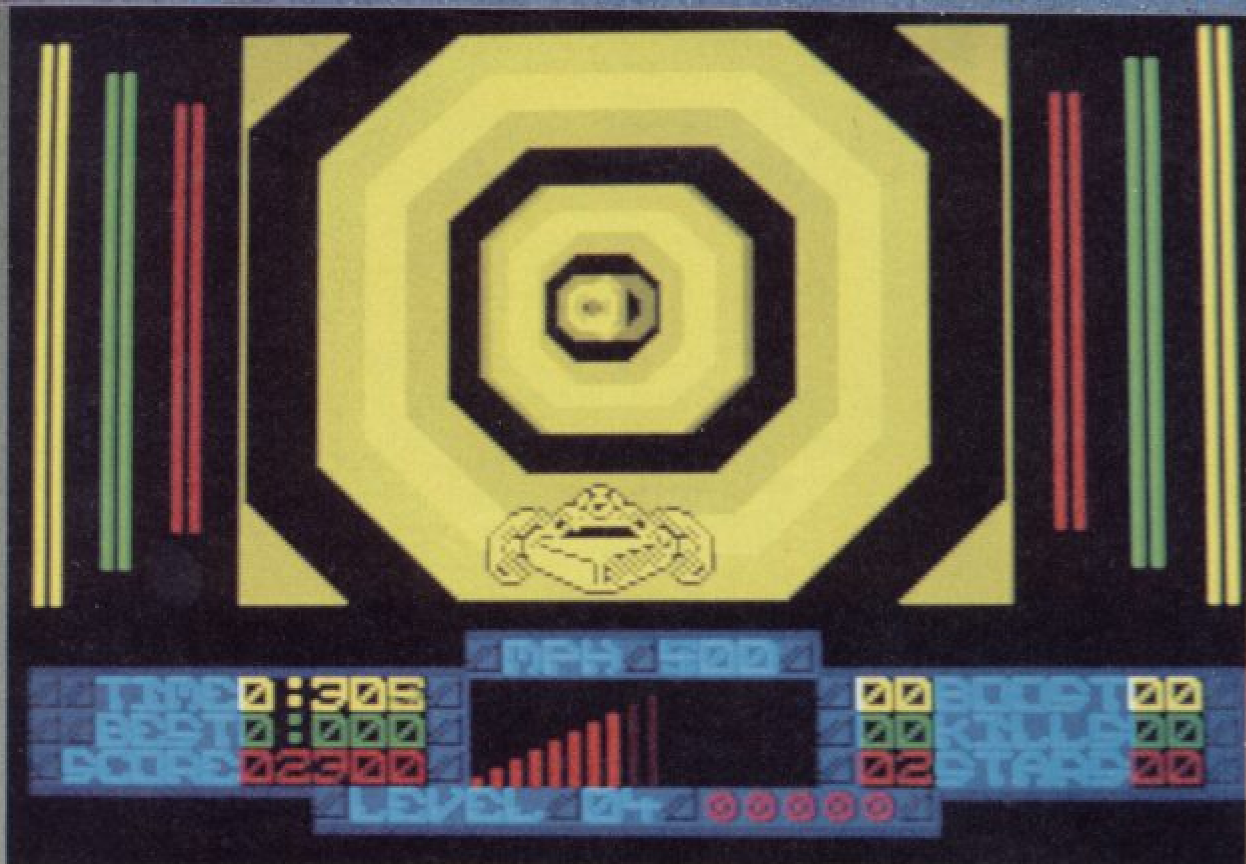
FLINT THE KING

•Mark Kirchoff and Douglas Niles
•Penguin: £3.99

Volume 2 of Preludes II in the Dragonlance saga

Flint Fireforge of the Heroes of the Lance returns to his boyhood home and finds himself expected to lead a revolution; it's beard tuggingly exciting stuff!





STUN RUNNER	
Label: Domark/Tengen	
Price: £3.99/14.99 48/128K	
GRAPHICS	48
SOUND	73
PLAYABILITY	50
LASTABILITY	45
OVERALL	49%

Chris Jenkins

It's almost a consolation to know that games this awful can still slip through the net.





STUN RUNNER

Several words come to mind on first viewing S.T.U.N. Runner. "Innovative"; "impressive"; "exciting"; none of these are included in the list.

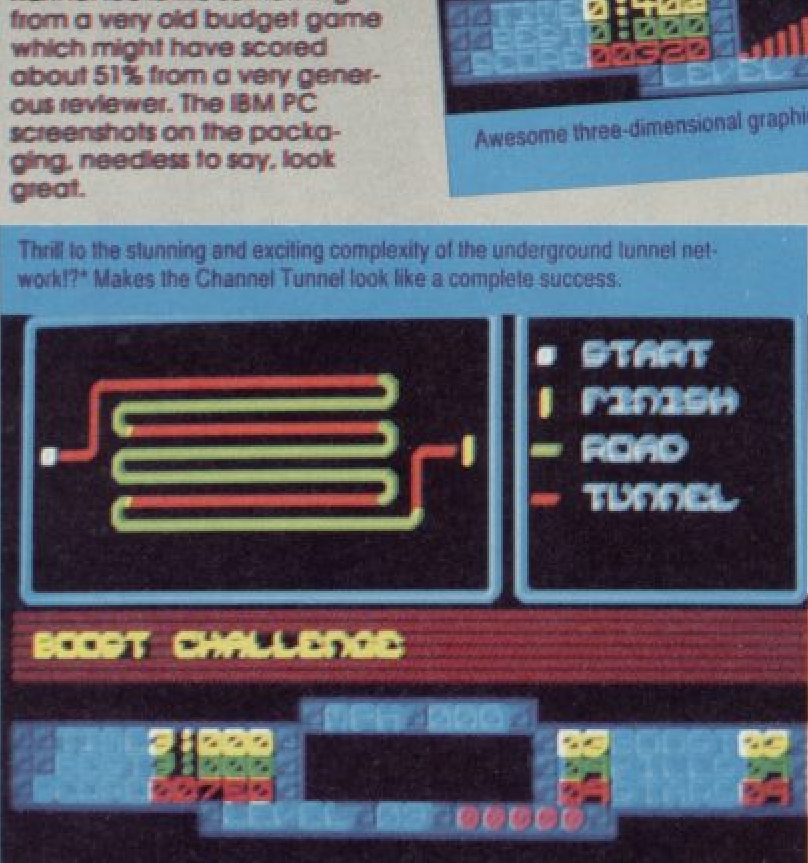
At first I thought it was just me. Surely a Tengen coin-op conversion by Domark, based on a hot-shot Atari ride-on machine, couldn't be all bad? Surely I was missing something? But no - S.T.U.N. Runner is, by common consent, quite dire.

The "awesome three-dimensional world" of S.T.U.N. Runner looks like something from a very old budget game which might have scored about 51% from a very generous reviewer. The IBM PC screenshots on the packaging, needless to say, look great.



Awesome three-dimensional graphics? I should cocoa?

Thrill to the stunning and exciting complexity of the underground tunnel network!?* Makes the Channel Tunnel look like a complete success.



You pilot a Spread Tunnel Underground Network (?!) Runner, a small drone which you have to guide through 24 levels of tedium. There's no real explanation of the plot or eventual aim of the game, but the tunnels and roads you have to negotiate are shown in map form before you embark on each mission, not that this appears to have any effect on the gameplay.

In the main body of the game, the tunnels are represented using flashing bands of colour intended to give the impression of speed, but which actually give you little more than a headache. You can swing your craft around the tunnel walls, watching out for stars which score you bonus points and which indicate the fastest routes. If you miss a star, your ship slows down.

Along the way you can also aim at Turbo Boost Pads which increase your speed to such a level that you pass unharmed though obstacles such as enemy ships. Alternatively, if you pick up Shockwave icons, you can release smart bombs which destroy everything on the screen, including the slow-moving Trains, fast Mag Cycles, groups of Drones, tougher Armoured Drones, and missile-launching Flyers which emerge from the distance.

Passing out of a tunnel, you land on a roadway which twists and turns as in any car-racing game, except you don't have anything interesting in the backgrounds. There are also sections with a sort of spider-web background, but there's no significant variation in the action, which is uniformly ponderous, repetitive and dull.

Apart from the decent sound of the Spectrum version, the only consolation is that the CBM64 version is apparently worse, difficult though that is to imagine.

THEIR EYES MET ACROSS THE LABORATORY... THE CHEMISTRY WAS INSTANTANEOUS!

BUT IS CHIP MAN ENOUGH TO GET INTO MELINDA'S CLUB?





Chip is in love, but if he wants to capture the heart of Melinda the Mental Marvel there is a tough challenge ahead.



Screen shot from Atari ST version.

144 levels of mind-boggling dexterity and wrist-wrenching agility stand between him and Membership of the BIT BUSTER CLUB.

Once he gets into the club he'll get into Melinda's heart and together they can integrate technology.

- 144 exasperating levels.
- Hordes of traps and nasties.
- An exhilarating test of mental agility.
- An exhausting exercise of dexterity.
- 100% ADDICTIVE!

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

U.S. GOLD®

AVAILABLE ON :
CBM 64/128, Amstrad, Cassette & Disk, Spectrum Cassette, Atari St, Amiga & PC

U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX, England.

iMPOSSABALL



Yes yes yes! This is a STONKER! If you didn't get Impossaball when it first appeared at full price on the Hewson label, get it now or you're a nebbish.

Set in a strange 3-D world, Impossaball requires you to steer a spheroid through eight dangerous landscapes full of floating energy fields, fire bolts, deadly spikes and telescoping cylinders. The cylinders are your target: jump on each one on each level to complete the game. Of course, there's a time limit for each level so don't put your balls down for too long. (Oo-er)

The control method involves steering the ball in and out of the screen and to the right, and pressing Fire to build up "bounce". If you miss a cylinder the landscape scrolls around to let you have another go at it. Hitting a magic ring gains you a life, but hitting another one loses you a life, so watch it.

Excellent realistic dynamics, unusual gameplay and smooth variable-speed scrolling make Impossaball an unmissable budget goodie. Bounce down to the shops at once.

IMPOSSABALL

Label: Players
Price: £2.99 48/128K

GRAPHICS	68
SOUND	65
PLAYABILITY	89
LASTABILITY	90

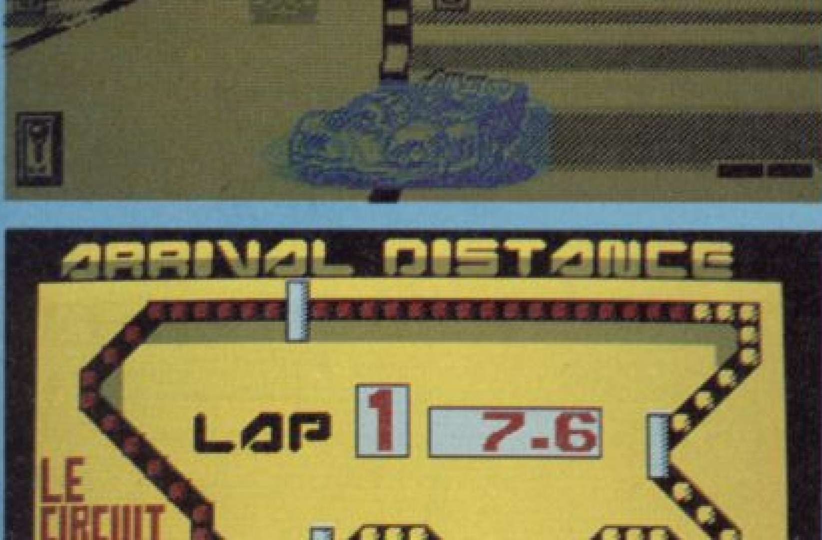
OVERALL 88%
Chris Jenkins

Unusual, challenging and exciting arcade fun with balls



WEC LE MANS





OK, you don't actually spin around on your seat as you're playing it, as you do in the original coin-op, but WEC LeMans on the Spectrum captures most of the thrills of the original, so much so that on first release we at SU described it as "absolutely brilliant", an accolade we don't use carelessly.

Using the fire button or space bar to change from high to low gear, you whizz around corners and along straights through four laps, each consisting of three stages. The track curves and humps realistically, and steering is more responsive than a romantic rabbit.

Though the car and background graphics aren't astonishing, the animation's pretty good, and the all-important sense of speed and control is satisfying. Spins and skids are handled realistically, and it's a real challenge to complete each lap in front.

Perhaps no longer the best car racing game - there are so many competitors it's hard to pick a best - but Wec Le Man still qualifies in the front row.

WEC LE MANS

Label: Hit Squad
Price: £2.99 48/128K

GRAPHICS	85
SOUND	84
PLAYABILITY	85
LASTABILITY	89

OVERALL 88%
Chris Jenkins

Front-rank car racing coin-op conversion stands up to the test of time



C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO

FEBRUARY '91 No.111

COMPUTER +video GAMES

£1.30

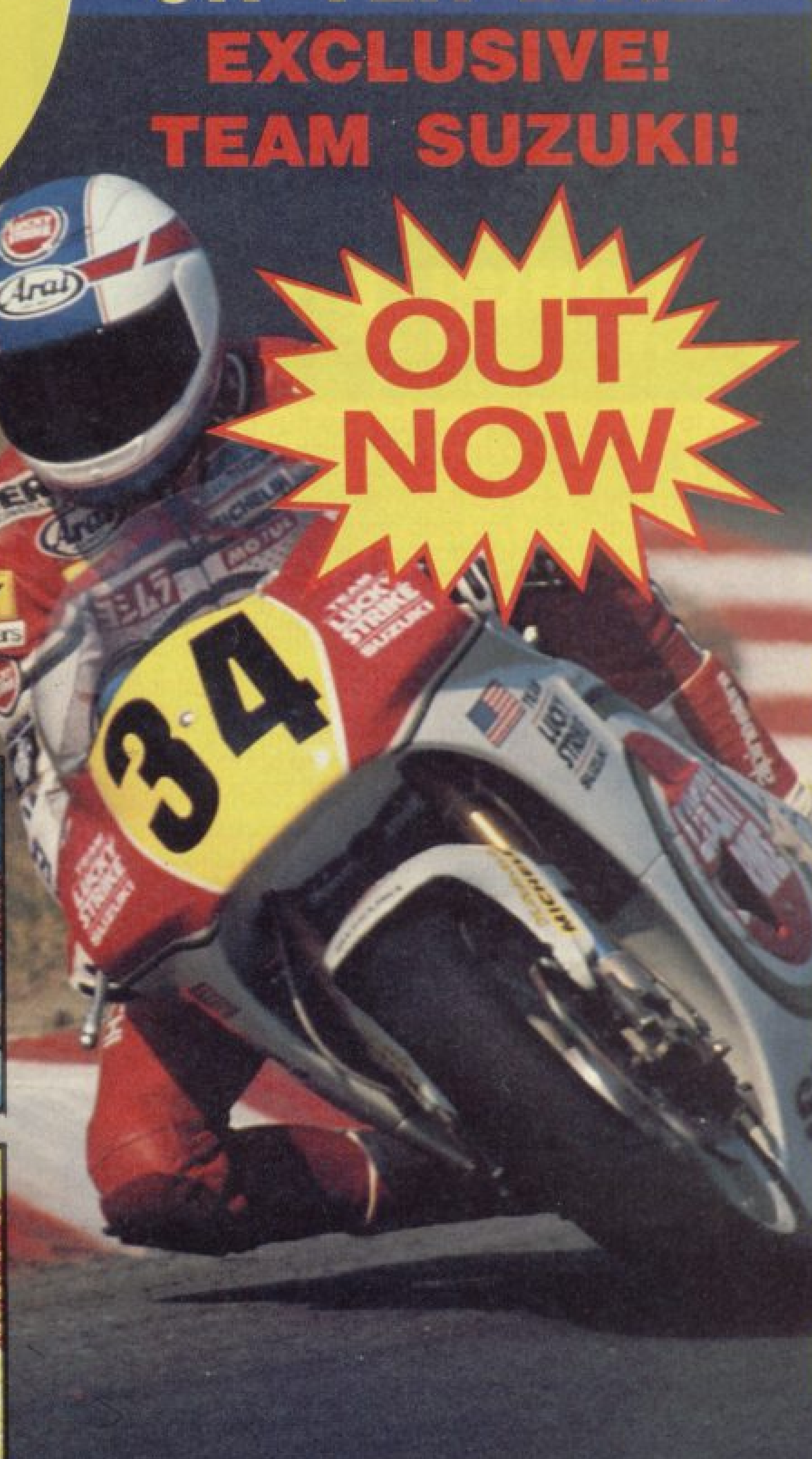
DM 8.50 SP $7.20
350 PTA

ISSN 0261-3697

ON YER BIKE!

EXCLUSIVE!
TEAM SUZUKI!

OUT NOW



REVIEWED!

GAZZA 2 • IMPOSSIBLE MISSION
HARD DRIVIN' • TOTAL RECALL
SHADOW DANCER • STUN RUNNER

MICKEY MOUSE!
BEST
MEGADRIVE
GAME
EVER!



MICKEY MOUSE!
...WE'VE GOT IT
ON
MASTER
SYSTEM
TOO!



EXCLUSIVE!
REALMS!
BETTER THAN
POWERMONGER?

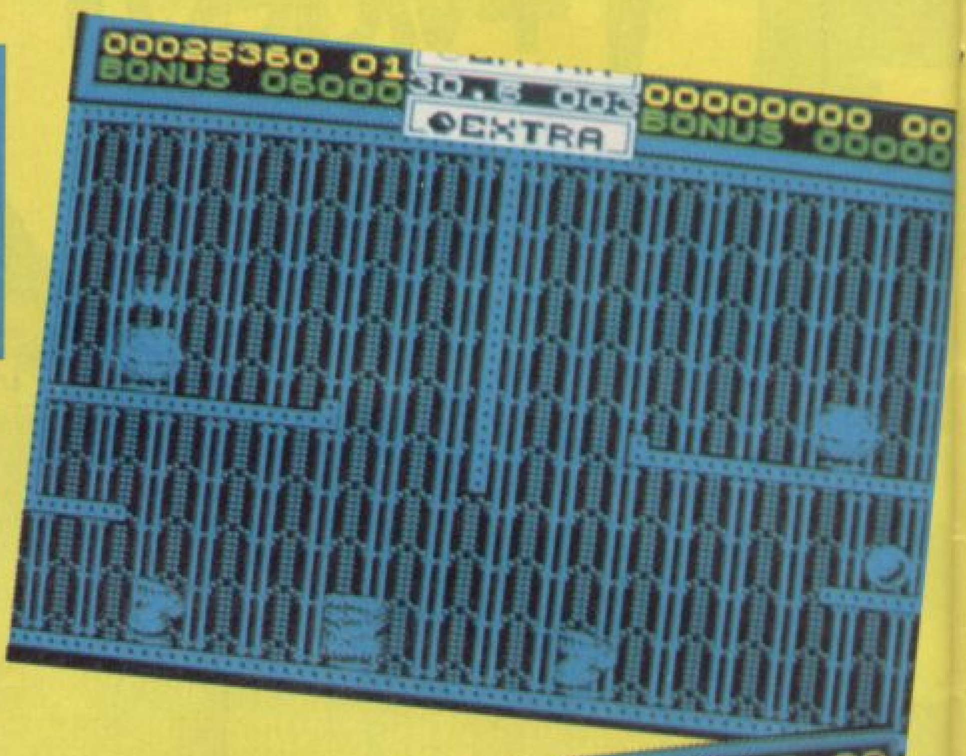


WIN!!
A SUPER
FAMICOM!!



PREVIEWS

Sneaking back into the mainstream of things recently are the boys and girls at Audiogenic, who have a bevy of beauties for all you Speccy fanatics out there. It's been over ten years since they wheeled out Blitz for the Commodore Pet and they've been just a tad quiet on the Spectrum front in recent years but they look set for a funtabulous 1991. This month we get a butchers at the excellent Exterminator (see pages 12/13 this issue) and here on the previews there's nearly finished Helter Skelter and Loopz for our perusal.



Helter Skelter

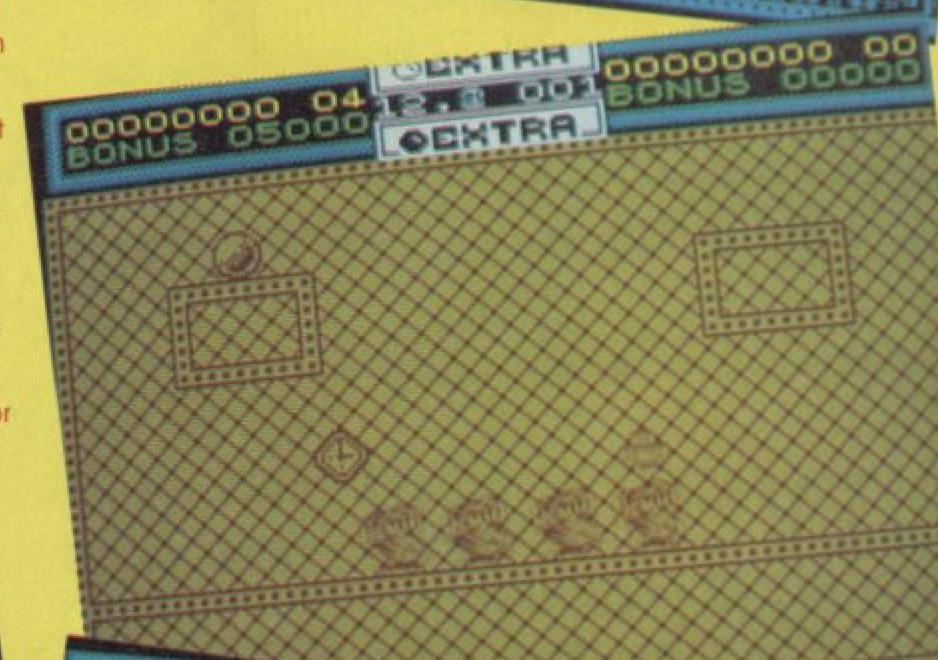
I don't like this sort of game, it's so very simple that there's not a lot a to write about which means less fizzy pop money for me. You see, for chavvy preview minions, such as myself, words = money, the more I write the more I get. That's why I've got to blather on about any old nonsense to make up the word count. Have you seen neighbours recently? (Get on with it or it's the wire brush and parafin for you: Ed)

Squash the monsters, that's it really. The only tricky stuff is that you have to squash 'em in a certain order and you're a spherical object that's a bit tricky to control. It's all to do with ball control (oo-er, that was bit Clarey).

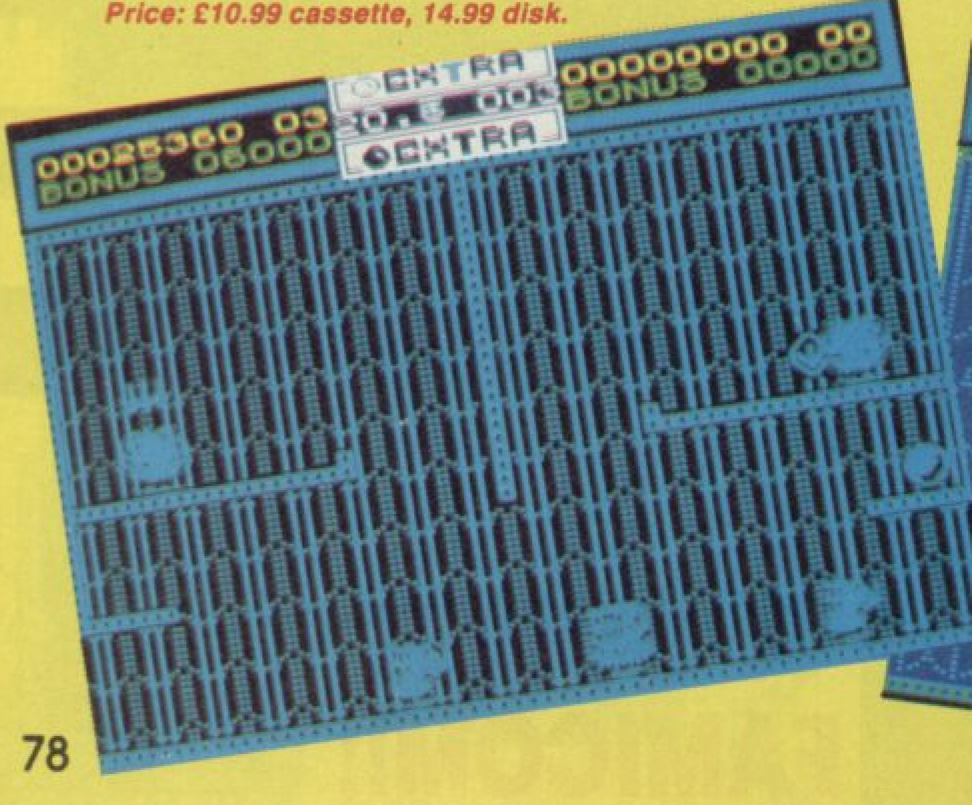
Converted from The Assembly Line's St and Amiga originals, auburn haired wonder coder David Leach has done a great job in getting out this spot on conversion which in terms of gameplay is identical to it's well received cousins. It may all sound so stupidly clichd, but the simplest ideas are often the best.

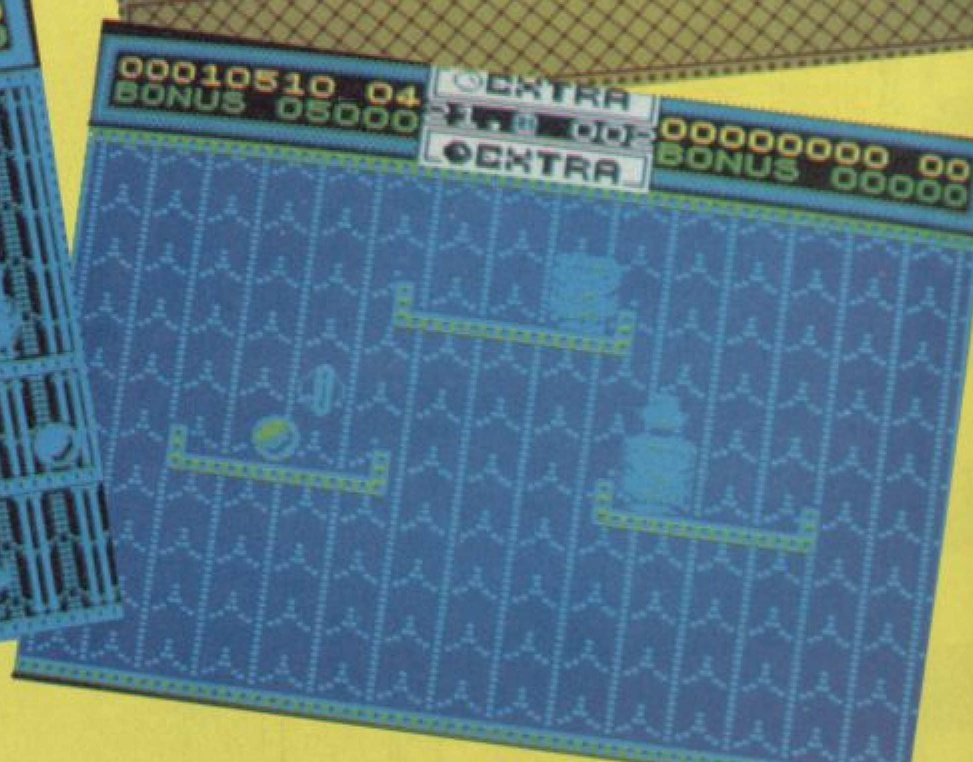
So how did programmer John Dale come up with such an original idea? Audiogenic's Gary Shweinwald reckons "He was probably bouncing up and down and thought it'd be a good idea for a game".

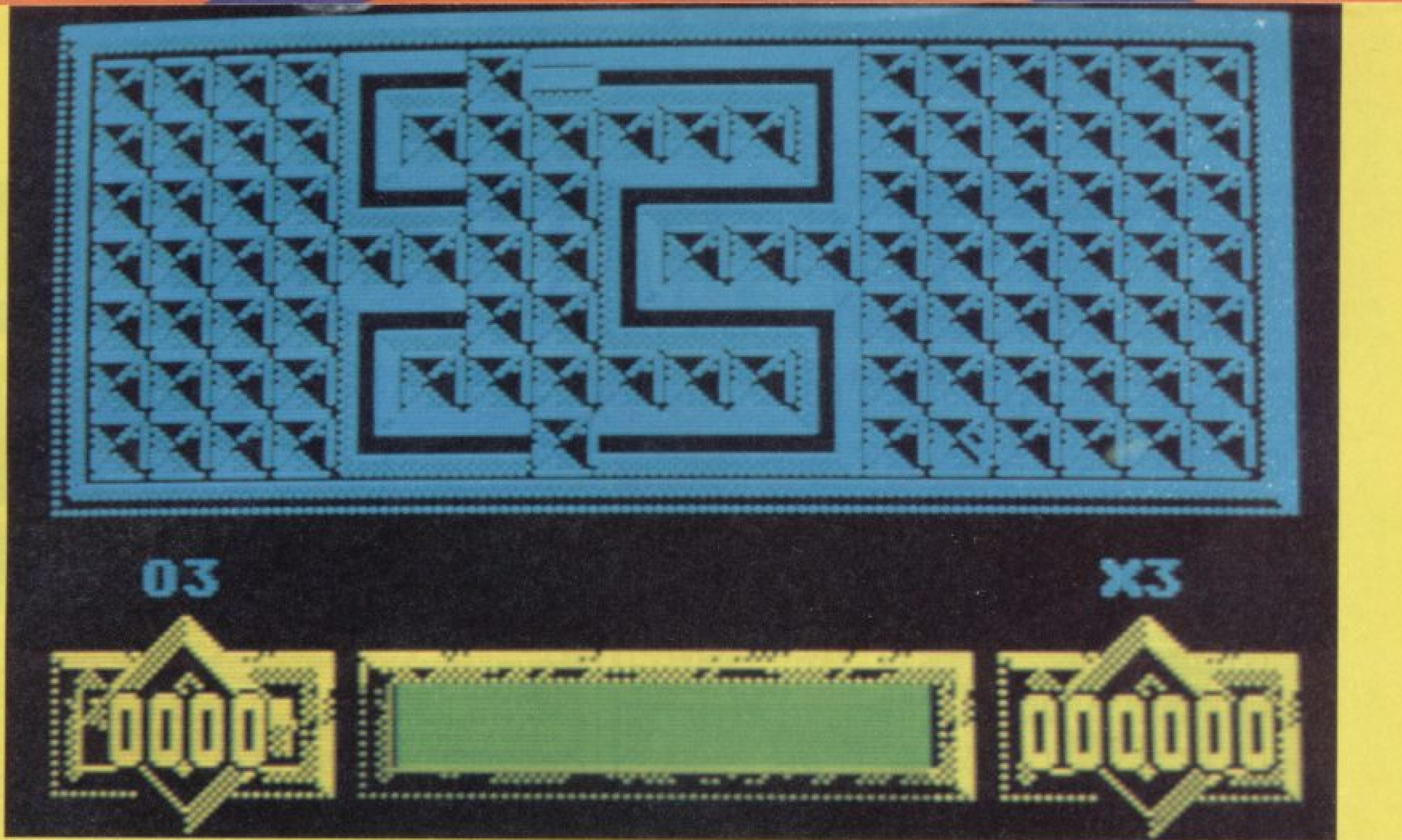
It's currently perfected on the PC and just like it's 16 bit counterparts, on the Spectrum version there's a screen editor to make up and save all your own backdrops to mash monsters on. But for now, have a bug-eyed goggle at the graphics.



Label: Audiogenic
Streetdate: Very soon.
Price: £10.99 cassette, 14.99 disk.







Loopz

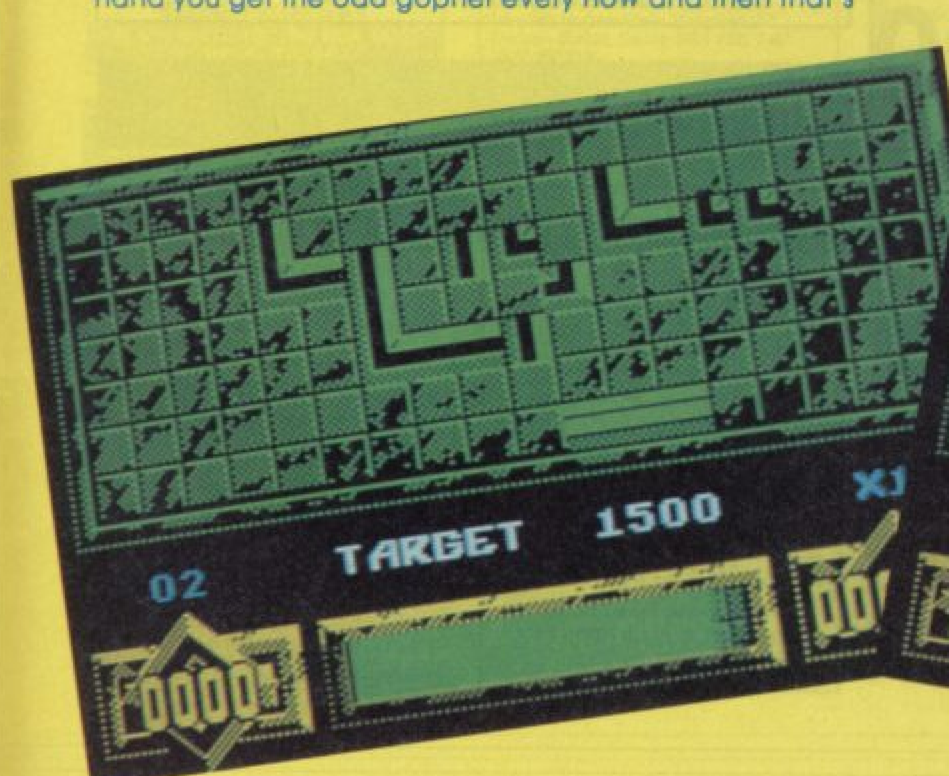
Not a Heinz 57 varieties spaghetti type game or even a Kellog's Honeynut licence. (That wouldn't be such a terrible idea though, I can't think of anything more addictive that stuffing food down my gob). Nope siree, Loopz is a puzzle game. Come on now, don't run for the hills, it really is a very nice puzzle game and despite being a genre currently chock to gills at the moment, Audiogenic have managed to get together a great little game that is, dare I say it, original.

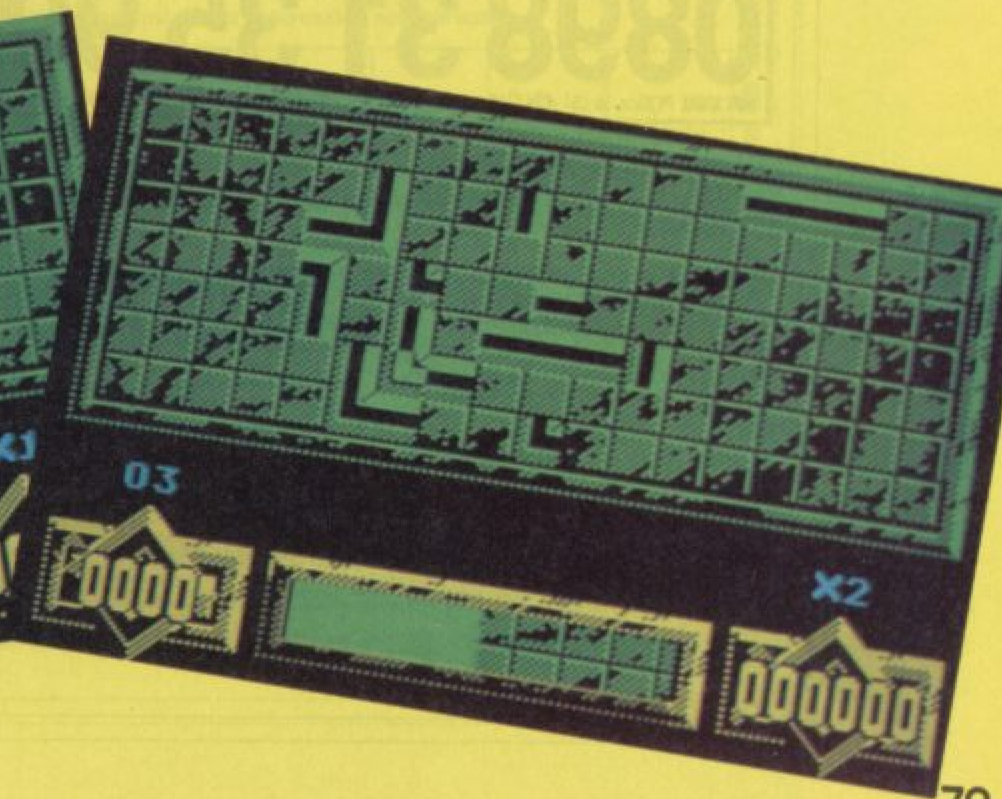
Set on on 18 by 7 size grid the idea is to connect together various pieces of stuff into loops, get a loop and all the bits in it disappear of to stuff heaven giving you more space to make more loops. Before you put down a bit of stuff, it can be rotated about to make it a bit easier to squeeze it in to awkward positions. As the game gets going the bits of stuff get bigger and bigger and the time you get to bosh them onto the grid get's shorter and shorter. As a bit of a helping hand you get the odd gopher every now and then that's wap away tracks off stuff freeing up some space.

It's quite a laugh to play, the version we saw had the very fewest of rough edges and played really OK. Originally written in Basic on the ST with the name of Convolution, Ian Upton's loops has taken off like spray on skin in a leper colony. Coin-op supremos Capcom have finished an arcade version which should be seen on our sunny shores early 1991. Pub trivia specialist's Barcrest (What's a Plotted spard, and what is Cliff Richard's real name sort of thing) have got a Loopz game out very soon that you can win money on much like their version of Tetris. Get to be a blinding whizz on the Speccy version and you can use the Barcrest Pub machines like the Natwest hole-in-the-wall things.

Along with the ordinary game there's a puzzle game a little reminiscent of family favourite Simon (ask your parents). Up pops an oddly shaped loop which bits of stuff gets removed from for you to plonk back in the right place. There's fifty of these to contend with and there's also a two player simultaneous mode destined to make the worst of enemies out of the bestest of mates.

Label: Audiogenic
Streetdate: Late Jan
Price: £10.99/14.99





TO ADVERTISE IN SUPERMART CONTACT ALAN DYKES ON 071 251 6222

SOFTWARE

PHONE LINES

S/W HIRE

HARDWARE

SOFTWARE/UTILITIES

REPAIRS

SUPERMART SU

TO ADVERTISE IN SUPERMART CONTACT ALAN DYKES ON 071 251 6222

ADULT S/W

ZX SPECTRUM 48/128. CASSETTE ONLY.

ADULTS ONLY COMPUTER GAMES



FANTASY

Loosen your collar, get out your JOYSTICK and get stuck in. By the time you finish you'll be exhausted.

COVER UP!

Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLER SAW

Two programs. A naughty but amusing look at the roaring 20s, and a Peep show of some very attractive women (These are NOT games).

WARNING: If you are easily offended DO NOT buy these games.

All prices include P+P

FREE NAUGHTY GIFT

when you buy 2 or 3 of the above games.

£5.95 Each **£11.00** + FREE GIFT for any 2 **£15.00** + FREE GIFT for all 3

R n H MICROTEC, PO BOX 1120, SLOUGH. SL2 4BJ.

ZX SPECTRUM 48/128. CASSETTE ONLY.

3 ALL NEW ADULTS ONLY GAMES



IN DEEP

You must go on a journey to find the ultimate satisfation You'll need to keep a cool head in such HOT surroundings.

SNIP

Avoid those scissors at all costs. The consequences don't bare thinking about.

NAKED AGGRESSION

A board game where domination is the key, just don't get caught with your trousers down!

WARNING: If you are easily offended DO NOT buy these games.

All prices include P+P

FREE NAUGHTY GIFT

when you buy 2 or 3 of the above games.

£5.95 Each **£11.00** + FREE GIFT for any 2 **£15.00** + FREE GIFT for all 3

R'n'H MICROTEC, PO BOX 1120, SLOUGH. SL2 4BJ.

LINEAGE

SPEECH SYNTHESISER/SOUND Effects Generator/Sound Sampler, Three superb utilities on one tape. The complete sound system for Spectrum 48k/128k/+2/+3. £2.99 Post Free. SMB Software, PO Box 38, Inverness IV1 1GA.

SAM/SPECTRUM UTILITIES, programming graphics info "Outlet!" (monthly since 1987!) Tape or drive: +3, disciple/+D opus microdrive, Sam. Latest issue £2.50 to newcomers! Chezron software, (Dept SU), 605 Loughborough Road, Leicester LE4 4NJ.

CENTRAL IS NEW with features, Reviews & Tape. Please enclose tape & S.A.E. to: Central 40 Rosaire Place, Grimsby, South Humbs DU33 2JS just add 50p.

PHONE LINES

WIN £100 AND THE **CD** OF YOUR CHOICE IN THE GREAT **ROCK TRIVIA QUIZ**



CALL 0839 03 03 20

FOOTBALL TRIVIA QUIZ 0839 03 03 21

NAUGHTY TRIVIA QUIZ 0839 03 03 22

Charge/min: 33p cheap rate, 44p other Questel PO Box 3000 London N20 9RB

SPEC SUPPLIES

SINCLAIR SUPPLIES

Spectrum +3 Computer	£169.99
Spectrum +2 Computer	£124.99
Spectrum Power Pack	£12.99
Spectrum +2 Power Pack	£14.99
+2A/+3 Power Pack	£39.99
48/Plus/QL Membrane	£9.99
SJS1 (+2/+3) Joystick	£4.99
Defender Lightgun & Games	£24.99
Magnum Lightgun & Games	£24.99
+2/+3 Printer Cables	£9.99
+2/+3 Scurt Lead	£12.99
MT81 Printer	£132.99
C-12 Blank (x10)	£4.00
Spectrum Data Recorder	£19.99
4 x CF2 3 inch Discs	£6.00
SPECTRUM REPAIR	£14.00

Includes p&p, insurance etc. Send machine only with fault description. **Chq/PO to Omnidale Supplies, 23 Curzon Street, Derby DE1 2ES Tel: 0332 291219**

SPEC. CBM. AMIGA. HIRE

Look below and see what you get for your membership.

* 10 days allowed for hire, 1000's to choose from.
* Return postage paid. (No need to buy stamps)
* Membership allows hire for all machines.
* All latest releases added, All software original.
* Regular updates, offers, newsletters & competitions.

So get the most from your computer and play the best for less

For more details send a large SAE envelope stating which machine(s) you require to:

HSL SU, 1 HILLHALL ROAD, LISBURN, N.I., BT27 5BU

JOKE LINE

NAUGHTY JOKE LINE



0898 800 241

JOKE OF THE CENTURY 0898 800 213



FAT FREDA'S RUDE JOKES

0898 800 214

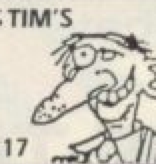
GORDON THE GOALIE'S FOUL! FOOTY JOKES



0898 800 215

AUSSIE NAUGHTY JOKES 0898 800 216

TASTELESS TIM'S BAD TASTE JOKES



0898 800 217

ROGER SMELLEE 0898 800 218

BUZZ HUMOUR 146 HAMMERSMITH GROVE W6 7HE

5p PER 12 SECS CHEAP RATE 5p PER 8 SECS ALL OTHER TIMES INC. VAT

ULTRA-NAUGHTY LINE FOR READERS OF SMALL PRINT 0898 800 219

SU SUPERMART SUPERMART SUPERMART

LINEAGE/LINEAGE/LINEAGE/LINEAGE

Reach an estimated readership of over 189,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00

Yes all you have to do is fill in the coupon below including your name, address and/or telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Maximum 30 words.

Your advert will appear in the earliest possible edition.

Name ....

Address ....

.... Tel: ....

Have you included the fee of £6.00* (inc VAT) or £20.00 (inc VAT) Make cheques payable to EMAP Publications Ltd.

***for second hand sales only**

Conditions:
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right to the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libelous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therin. The placing of any order will be deemed to be an acceptance of these conditions.

SU SINCLAIR USER

NEXT MONTH

NEW LOOK!

Yes, Andrea has decided it's time for a change and so the NEW SU will be bristling with life, colour and a strapping 84 pages.

SIX OF THE BEST!

It's the tape with the most - no-one else can even hold a well-greased candle to it (snikker!). We may even have to call it Eight of the best if we keep this up! (Fnarr!)

VIZ

Yes it's VIZ madness with an exclusive look at Virgin's Viz game. Don't be Mr Logic, just get yer hands round SU (fnnerk) and feel why it's so big (fnak). So don't you go without it! It's the BIG Viz issue. Miss it and cry!!!

OUT FEB 18th





Out Run
START


SOMEONE HAS STOLEN MY MIND
SCHWARZENEGGER
STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...
TOTAL RECALL
AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS, YOU DISCOVER THE SURREAL TRUTH -
YOU'RE NOT YOU - YOU'RE ME
YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE
YEAR'S TOP MOVIE
...A NIGHTMARE JOURNEY INTOTHE 21ST. CENTURY
© 1990 CAROLCO PICTURES,INC.
ocean
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650